Harrison Linowes

240-750-7168
hlinowes.com
hlinowes@gmail.com

EDUCATION

University of Maryland, College Park - *B.S. Computer Science GPA 3.5*
August 2015 - May 2019

EXPERIENCE

ArthurAI, Washington, DC - *Various Roles*

Series A Enterprise Software Startup

Backend Engineer (May 2019 - PRESENT)
- Designed and implemented API and microservices for enterprise SAAS and On-prem AI model monitoring software
- Lead and managed the development of Arthur's Python SDK and developed integrations for Jupyter Notebooks, Apache Spark and Databricks environments.
- Worked directly with fortune 100 clients overseeing application onboarding and customer success
- Collaboratively worked to design and migrate the platform from a monolithic to microservices architecture
- Utilized Argo Workflows, Apache Kafka, and Apache Airflow to implemented data ingestion and enrichment pipelines
- Helped lead an initiative to stabilize product releases by creating unit, integration, and load tests across various microservices
- Architected and implemented alerting functionality for realtime data and metrics calculations.
- Worked in a small team alongside business leaders to make the SAAS offering available to non-enterprise customers. In doing so added support for self service sign up, RBAC, and SAML integration.

Machine Learning Consultant (October 2018 - April 2019)
- Consulted with the United States Airforce on how to aggregate and enhance data allowing them to utilize machine learning to optimize their supply chain. Presented results and monthly progress reports to their lead data scientists and supply chain managers.

Capital One, Richmond, VA - *Data Engineer Intern* (May 2018 - August 2018)
- Worked with tools such as Kafka, Datadog, and Maven to help maintain and monitor the streaming data platform, an application which facilitates the internal transfer of data.

Vectorworks Inc, Columbia, MD - *Software Engineer Intern* (May 2017 - August 2018)
- Maintained Vectorworks code base written in C++, added features to set application performance settings using C++ and OpenGL, and created locomotion controls for export to WebView feature using JavaScript and three.js

NIH, Bethesda, MD - *Software Engineer Intern* (May 2017 - August 2017)
- Used C# and object-oriented programming techniques in conjunction with Unity 3D to develop training simulations

SKILLS

Golang, Python, Postgres, API Design, OpenaAPI (Swagger), CI/CD, Unit Testing, Load testing (Locust), AVRO, Parquet, SQL, Clickhouse (OLAP), Postgres, Databricks, Spark, Docker, Kubernetes