

Isaac Diamond

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Skills

Proficient: Go, Rust, JavaScript, SQL, Unix Systems Administration, Kubernetes, Shell, Git, MongoDB, AWS

Familiar: Python, Java, C++, C, Java, CSS3/HTML5, OCaml, PostgreSQL Administration, MySQL

Experience

- Meter** - Software Engineer - San Francisco, CA Oct 2023 - Present
- Stripe** - Software Engineer - San Francisco, CA & Seattle, WA Mar 2018 - Sep 2023
- Infrastructure engineer supporting Stripe's core compute platform, cloud networking, and high availability and disaster recovery. Supported a Kubernetes cluster running scheduled jobs which moved substantially all of Stripe's money. Helped build a compute platform to run web services on top of Kubernetes.
 - Built a control plane to deliver Envoy Proxy configuration to thousands of servers. Supported the Envoy data plane processing hundreds of thousands of requests per second, including all of Stripe's API and online database traffic.
 - Founding member of the high availability and disaster recovery team, comprising some of the most trusted and experienced engineers at Stripe. Over the course of 18 months, we built a new disaster recovery system that allowed Stripe to run APIs and services across multiple physical regions and multiple countries. Regularly exercised the regional failover system against production traffic to ensure its reliability without impacting customers.
 - Instrumented Stripe's core database libraries to determine when database operations were likely to cross regional boundaries. This work formed the core metrics to measure Stripe's ability to recover from a regional outage and run performantly in a multi-region configuration. Named on a patent for this work.
 - Shaved hundreds of milliseconds off of the tail latency of Stripe's API by implementing a new architecture for routing Stripe API requests to the backend.
- Facebook** - Production Engineer Intern - Menlo Park, CA Summer 2017
- Intern the Haystack/F4 team responsible for extabyte scale storage automation.
- Developed a new trash collector for Facebook's primary BLOB storage system reclaiming petabytes of space daily. Improved upon the existing trash collector by decreasing the runtime of the process from 15 hours to 20 minutes.
- Squarespace** - Software Engineering Intern (Site Reliability) - New York, NY Summer 2016
- Visa, Inc** - Software Engineering Intern (Infrastructure Automation) - Foster City, CA Summer 2015
- Haiku Deck** - Software Developer Intern - Seattle, WA Summer 2014
- Rover.com** - Software Developer Intern - Seattle, WA Summer 2013

Education

- University of California, San Diego** - B.S. Computer Science Class of 2018 (Graduated December 2017)
Jacobs School of Engineering
- National Merit Finalist
- Triton Engineering Student Council Tech Team Lead
- Created a website and administration tools for career fair, attended by over 100 companies and 3000 students.

Activities

- Center for Applied Internet Data Analysis** - Research Assistant 2016-2017
- Worked on Python tooling to collect connectivity and performance metrics from a large network of Raspberry Pi computers connected in homes and universities around the world