

# JULIAN FORTUNE

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Senior software engineer with 4 years of professional experience, expertise in leveraging functional techniques and type systems to prevent bugs, and a track record of success in environments ranging from startups to massive enterprises.

## EXPERIENCE

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### **Elemint** · Senior Full-stack Engineer

August 2023–Present

Hired to help out across the stack and bring functional programming experience to a customer loyalty application for a top national soccer league to compliment matches.

- Transformed requirements into concrete technical specifications and tickets (e.g., auction system), and collaborated with the design and product teams.
- Created Postgres migrations, implemented endpoints, and developed components using Radix UI and Tailwind CSS.
- Mentored peers and championed usage of algebraic data types and generic typing.
- **Stack:** Typescript, React, Storybook, NextJS, and tRPC.

### **Disney Streaming** · Software Engineer

June 2022–August 2023

Recruited to contribute to a set of internal tools for AWS Kinesis, including schema registry, code generation, and producer and consumer SDKs.

- Added Python support to the code generation plugin, which outputs a custom library with classes corresponding each event defined in a given schema registry.
- Analyzed and optimized AWS usage, resulting in annual savings over \$1M.
- Added features to SDK's, 'higher-level' services (e.g., snapshotter), and SBT plugins.
- Created dashboards that enabled faster resolutions to production incidents.
- Wrote documentation and created a Slackbot which reduced support workload.

### **Agot AI**

Team Lead

Jan 2022 – June 2022

Promoted to lead the team responsible for processing videos and creating the labels used for training.

- Planned sprints, conducted interviews, and tracked the team's progress.
- Doubled the rate of training data produced through process improvements.
- Advocated for strong typing, pure functions, and immutability.

### **Software Engineer**

June 2021 – Jan 2022

Hired to tackle integration and algorithms problems, which involved first reverse-engineering a restaurant display system composed of android app and microservices, and then implementing several microservices in order to integrate a computer vision feedback system.

- Wrote Python libraries for standardizing consuming and producing RabbitMQ events, and for identifying the closest match for an order from a set of candidates.
- Started a Python lecture series to promote best practices.

**Skyworks Solutions · Software Engineer****Jan 2021 – June 2021**

Brought on to assist the audio deep learning team by performing machine learning experiments, administering cloud resources (e.g., MongoDB and TPU instances), and writing tests.

- Created a Python library for defining weighted finite-state transducers and applying operations (e.g., composition) based on technical papers.

**Lucid Software · Intern****June 2020 – Sep 2020**

Developed new front-end components, redesigned the payroll system to support a suite of products, and refactored endpoints and models to support front-end changes.

- Collaborated on a hand-drawn shape detection project that won the hackathon.
- **Stack:** Angular and Typescript frontend, Scala backend.

**CBT Nuggets · Software Engineer****June 2018 – June 2019**

Joined the mobile apps team (part-time during college) to assist with fixing crashes, debugging memory leaks, implementing features, and writing tests for the iOS app.

## EDUCATION

**Oregon State University · 2017–2021****B.S., Computer Science (4.0 GPA)**

Relevant courses: Programming Language Fundamentals (Haskell) & Deep Learning

## PROJECTS

**Functional-C** — Statically-typed, interpreted language written in Haskell.

**PaperECG** — An application that digitizes electrocardiograms (ECGs) built with PyQt.

## PUBLICATIONS

Real-Time Speech Workload Estimation for Intelligent Human-Machine Systems  
Human Factors and Ergonomics Society Annual Meeting, 2020. Co-authored with Dr. Jamison Heard and Dr. Julie A. Adams.

Digitizing ECG image: A new method and open-source software code  
Computer Methods and Programs in Biomedicine, June 2022. Co-authored with Larisa G. Tereshchenko and others.

## SKILLS

- **Languages:** Python, Typescript, Scala (with cats), Kotlin, Swift, & Haskell.
- **Cloud:** Object storage, Postgres, MongoDB, instances, & message queues.
- **Tools:** Docker, Terraform, Debian, & Make.