JULIAN FORTUNE

<u>Contact</u> · <u>GitHub</u> · <u>LinkedIn</u>

EXPERIENCE

Disney Streaming · **Software Engineer**   **June 2022 – Present**

- Member of the Streaming Data Platform team, which provides a suite of internal tools for producing and consuming asynchronous events over Kinesis such that compatibility is guaranteed.
- Implemented a Python backend (i.e., generates Python code) for the team's code generation pipeline.
- Added features to the Scala, Java, & Python SDK's, as well as the team's various integration services.
- Analyzed and optimized AWS infrastructure usage resulting in annual cost reductions over $1M.
- Created dashboards and response plans that enabled faster resolutions to production incidents.
- Wrote documentation and created an internal tool to reduce friction for platform users.

Agot AI

Team Lead   **Jan 2022 – June 2022**

- Led the Data team, which produced videos and labels for training models.
- Designed schemas and translators for object tracking and classification annotations.
- Advocated for strong typing, pure functions, and immutability.

Software Engineer   **June 2021 – Jan 2022**

- Designed and implemented containerized microservices in Python communicating via RabbitMQ.
- Reverse-engineered a system consisting of Kotlin-based android app and microservices.

Skyworks Solutions · **Intern**   **Jan 2021 – June 2021**

- Performed machine learning experiments, oversaw cloud resources (e.g., MongoDB), & wrote tests.
- Created a weighted finite-state transducer library that supports on-the-fly composition with filters.

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

- Redesigned the paywall system using Angular and Typescript to support a suite of products.
- Modified endpoints and models in backend (Scala) to support new front-end features.
- Participated in a hand-drawn shape detection hackathon project which came in 1st place.

CBTNuggets · **Intern**   **June 2018 – June 2019**

- Debugged, fixed crashes, implemented features, and wrote tests for iOS, tvOS, and UWP apps.

SKILLS

Languages

- Expert in Python
- Proficient in Scala, Kotlin, & Typescript
- Learning Haskell, Elm

Tech

- Proficient in Object storage (S3), Instances (EC2), Docker, & Terraform
- Familiar with RabbitMQ, Kinesis, & Kubernetes

EDUCATION

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

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

PROJECTS

Functional-C

Statically-typed, interpreted, side-effect-free language written in Haskell.

PaperECG

An application that digitizes electrocardiograms built with OpenCV and 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

Real-time Speech Workload Estimation
Undergraduate Honors Thesis, May 2020