JULIAN FORTUNE

Contact · GitHub · LinkedIn

EXPERIENCE

Disney Streaming · Software Engineer June 2022–Present

- Working on a set of internal tools (e.g., schema registry, code generation, producer/consumer SDK's) that enable teams to easily build and integrate services that use AWS Kinesis.
- Added Python generation to the code generation project.
- Added features to various SDK's (Scala, Java, & Python), 'higher-level' services (e.g., snapshotter), and SBT plugins.
- Created dashboards that enable faster resolutions to production incidents and more accurate stream scaling.
- Optimized AWS usage, resulting in annual savings over $1M.
- Wrote documentation and created a support Slackbot.

Agot AI

Team Lead Jan 2022 – June 2022

- Responsible for all videos and labels used to train models.
- Planned sprints, conducted interviews, and reported the team's progress at regular management meetings.
- Collaborated with machine learning engineers to design schemas for tracking and classification labels.
- Advocated for strong typing, pure functions, and immutability.

Software Engineer June 2021 – Jan 2022

- Reverse-engineered a restaurant display system comprising an android app and microservices communicating via RabbitMQ, and then wrote several microservices in order to integrate a computer vision feedback system.
- Wrote several Python libraries, including one that simplified consuming/producing RabbitMQ events, and another to find 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

- Performed machine learning experiments, administered cloud resources (e.g., MongoDB instances), and wrote tests.
- Created a Python library for defining weighted finite-state transducers and applying operations, e.g., composition.

Lucid Software · Intern June 2020 – Sep 2020

- Redesigned the paywall system to support a suite of products.
- Refactored endpoints and models to support front-end changes.
- Contributed to a hand-drawn shape detection hackathon project which was awarded 1st place.
- **Stack**: Angular and Typescript frontend, Scala backend.

CBT Nuggets · Software Engineer June 2018 – June 2019

- Worked part-time (during college) on the mobile apps team.
- Fixed crashes, debugged memory leaks, implemented features, and wrote tests for iOS, tvOS, and Windows apps.

SKILLS

Languages

Python, Scala (with `cats`), Kotlin, Swift, Java, & Typescript.

Learning Haskell & Elm.

Cloud

Object storage (S3), instances (EC2), & event streams (Kinesis).

Tools

Docker, Terraform, & K8s.

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 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