kelly dunn

multi-disciplined engineer working in distributed systems and consumer electronics

Professional Experience

Simple

Lead Engineer - Client Deliveries January 2017 - present

Focusing on improving the confidence, correctness, and backwards combatibility of mobile and web deployments at Simple.

Lead Engineer - Backend Platform July 2016 - December 2016

Led a team of three other engineers focused on improving the visibility, tooling, and health of backend web services. Organized weekly incident reviews, determined sequencing of work, and worked with Staff Engineers and Product Managers to create architectural plans for platform improvements. After 6 months, we were able to improve Mean Time to Recovery from incidents by 50% (from 8 hours to 4 hours).

Senior Software Engineer July 2015 - present

Created web services that automated customer verification, reducing onboarding cycle time by 80%, from 5 days to 1 day.

Simply Measured

Software Engineer - Data November 2014 - June 2015

- Created Map Reduce jobs that normalized billions of rows of Facebook and Youtube data. Recalimed 40 Million Rows (~2% of our total data set) that were previously determined lost due to partner outages and legacy design implications.
- Identified and fixed memory leaks in mission critical worker processes. This enabled our larger jobs to run without issue, resolved nightly pages, and enabled us to scale down from 20 workers to 5 (75% efficiency increase).
- Created tooling around our HBase that sped up data analyst schema changes from a week cycle time to 5 minutes.

Software Engineer - Product October 2013 - June 2015

- Decoupled SimplyMeasured's web product from the Salesforce CRM, normalizing and providing visibility to 50,000 accounts, and decreased response time of the product by 50%, from two seconds to less than a second.
- Created a Messaging Service, which enabled Simply Measured's first third-party partnership with Shift Marketing Cloud.

Sifteo

Software Engineer December 2011 - July 2013

Designed, developed, and maintained all web services for Sifteo Inc. Including:

- A Game Publishing Service, which authenticated over 10,000 digital purchases of Sifteo games.
- A Web Service that enabled over 3,000 users to purchase and download games through Sifteo's desktop software.
- A Factory Auditing Service, which collected Quality Assurance data on over 300,000 Sifteo Products created overseas.

Kelly Dunn LLC

Freelance Software Engineer October 2011 - Present

Creating web services that enabled musicians to distribute their music across the web.

Originate

Software Engineer June 2010 - October 2011

Built and maintained various web-based projects ranging across various technologies and domains, including e-commerce, gaming, and mobile networks.

University of Washington

Teaching Assistant August 2008 - August 2010

Taught fundamentals of Computer Science such as Data Structures, Algorithms, Databases, and Web Development.

Programming Languages

Proficient	Knowledgeable
Ruby	Java
Go	Rust
C	Python

Tools and utilities

Proficient
Emacs
Git
Linux
Vagrant / Ansible / Chef
PostgreSQL / MySQL
RabbitMQ

Knowledgeable
Nginx / Apache
Elastic Search
LLVM
Kafka

Education

University of Washington

Bachelor of Arts in Japanese Linguistics September 2006 - June 2010

Volunteer Work

Digital Democracy

Volunteer Engineer Feburary 2015

Created a Cloud Persistance layer for oil spill data in the Peruvian Rainforest.

Girl Develop It

Volunteer Instructor June 2014 - June 2015

Aided in instructing workshops that focused on Web Development fundametals.

Railsbridge

Volunteer Instructor and Organizer October 2010 - November 2011

Instructed and organized weekend workshops that focused on creating web applications using the Ruby on Rails framework.