Marty Ross

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(510) 969-6066
Berkeley, CA

Software Engineer

Accomplished engineer with more than ten years of full-stack experience in API design, inter-process communication, subsystem and component architecture, implementation, maintenance and evolution.

Dedicated to consistently establishing clear requirements, code readability, automated testing and strategic refactoring to counter software entropy across a variety of business domains.

Reputation for mastery of subject material, providing excellent customer service, and mentoring other team members through a collaborative, always-learning, growth mindset.

PROFESSIONAL EXPERIENCE

Crunchyroll, San Francisco CA — *Sr. Software Engineer*

March 2021–Feb 2023

Crunchyroll is the 'Netflix' of Anime, giving its 120 million users online streaming access to the world's largest catalog of Anime video content.

As the senior member of the CMS Team, responsible for obtaining and distributing all metadata needed to run Crunchyroll's Platform:

- Led implementation of multiple enterprise initiatives from Epics through driving clarity in work item Acceptance Criteria

- Increased code coverage by 20% across critical legacy service codebases, resulting in greater stability and confidence

- Optimized database access plans increasing service throughput by 20- 50%

- Instrumented services as part of root cause analysis (RCA) discovery for "sev 1" issues, leading to their solution and quicker detection / triage of similar issues

- Created a software framework to provide country-specific maturity ratings

- Updated live status dashboards across all of team's services

- Updated documentation (e.g., Runbooks, README, OpenAPI) across all of team's services

SKILLS

Golang, Java, C#

Python, Typescript

MySQL, Oracle

PL/SQL DynamoDB, S3

Kafka, SQS

Kubernetes, Docker

AWS, GCP

Testability, Observability

Software Architecture, Design

MacOS, Windows, Linux

EDUCATION

UCLA   Economics, Computer Science

Self employed, Berkeley CA — *Part Time Consultant*

May 2020–Feb 2021

Embraced several paid and unpaid opportunities in the first year of the COVID epidemic:

- Used the Java Play Framework to maintain a customer website
- Created a new data processing pipeline using Spring Batch toolset
- Maintained and enhanced a non-profit website using WordPress

Revinate, San Francisco CA — *Staff Engineer*

April 2018–April 2020

Revinate's Customer Relationship Management (CRM) platform enables its customers (hotels) to provide highly individualized service to guests.

As a key contributor of the Data Integrations team, responsible for ETL (extract, transform, load) of customer data:

- Designed and implemented an extendable "script plug-in" service to generalize retrieval of customer data from disparate sources, making ETL simpler to setup and more customizable for field technicians
- Added "replay" functionality by leveraging Kafka offsets and KTables thereby improving customer workflow
- Coordinated and supervised offshore development team, increasing business alignment
- Designed greenfield and supported legacy services
- Assisted on-boarding through mentoring new team members

Navis, Oakland CA — *Staff Engineer*

October 2011–Dec 2017

Navis' terminal operating system (TOS) is a digital platform that helps track and manage supply chain operations at cargo ports and terminals.

- Architected and led the implementation of the Equipment Control Interface (ECI) used by the TOS to control Automated Guided Vehicles and Cranes
- Engineered instrumentation providing detailed, visualized traces of protocol interactions with external equipment resulting in decreased time to resolve problems
- Provided mentoring, peer reviews, CI/CD tooling, frequent presentations at lunch and learn forums
- Wrote dozens of technical and instructive articles on topics such as component architecture, "how-to" recipes, results from analysis and proposed solutions to system failures, publishing these articles in the Engineering Intranet