

Paul Friedman

San Francisco · paulrfri@gmail.com · github.com/paulfri · (415) 960-9910

Senior full-stack software engineer with 8 years of professional experience in Ruby, JavaScript, React, Go, Elixir, Docker, Kubernetes, Terraform, AWS, GCP, and related technologies.

Experience

Senior Software Engineer · [Percy](#) · San Francisco September 2018 –

- Senior independent contributor on a small, high-performing engineering team
- Built the Kubernetes-backed infrastructure powering several million daily browser snapshots
- Optimized infrastructure costs with autoscaling, performance tuning, and rate limiting
- Decoupled screenshot rendering from the monolithic Rails application, enhancing snapshot stability and enabling rapid browser upgrade releases
- Wrote a custom HTTP/S proxy server in Go to stream DOM and asset transformations at scale
- Led numerous compliance initiatives, including GDPR PII deletion, SOC II documentation, automated open-source license enforcement, and an OFAC-compliant application firewall
- Owned application security across the organization and administered the bug bounty program

Staff Software Engineer · [Bugcrowd](#) · San Francisco April 2016 – May 2018

- Lead platform engineer at a mid-stage startup with 20+ engineers
- Led major technical initiatives, including several framework upgrades, migrating to a modern front-end asset pipeline, creating and integrating the internal CSS design system, and developing design patterns for application development
- Identified and addressed significant technical debt, including eliminating over 50 server runtime dependencies and reducing the asset bundle by several megabytes
- Designed and implemented key security features, including CSP, SAML SSO, domain verification, event auditing, advanced session management, and reauthentication for sensitive transactions
- Took ownership of the bug bounty program from the operations team, reducing average triage, resolution, and payout times for bounty submissions by several weeks

Senior Software Engineer · [Tripping](#) · San Francisco October 2014 – April 2016

- Lead platform engineer at an early-stage startup with 10+ engineers
- Conceived, pitched, and incrementally delivered a full platform rewrite in 12 months
- Independently delivered dozens of critical projects, including internationalization, search engine optimization, the front-end build toolchain, and server-side React rendering in Ruby
- Awarded Employee of the Year for 2015

Software Engineer · [GameSpot](#) and [Giant Bomb](#) · San Francisco March 2014 – October 2014

Software Engineer · [GiveGab](#) · Ithaca, NY January 2013 – March 2014

Education

Syracuse University · Syracuse, NY 2012 – 2013

Graduate program in Information Science

State University of New York at Buffalo · Buffalo, NY 2007 – 2011

B.A., Philosophy, *summa cum laude*