

Paul Friedman

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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 –
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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 Graduate program in Information Science	2012–2013
State University of New York at Buffalo · Buffalo, NY B.A., Philosophy, <i>summa cum laude</i>	2007–2011