Philipp Busby

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San Francisco, California

Employment

dressanomalie.com, Lead Software Engineer

2018-05 to 2019-10

First fulltime engineer at Anomalie, building a site for managing inside sales of dress orders. Raised conversion signup rate from 10% to 20%.

Built machine learning algorithms turning discrete preferences toward photos into a multivariate preference vector, and running cosine similarity search to sort by ordinal affinity. Raised likelihood of bride liking the photo presented (versus control) from 25% to 35%.

Raised Series-A of \$13m, and Grew engineering team from one (myself) to 7 engineers.

airbnb.com, Software Engineer, Full-stack web and iOS

2014-06 - 2018-04

Help center article CMS, added A/B experiment support to content and versioned translations.

Founding member of Portland engineering team.

Modified internal customer support tool to work with cohosts. Started project to separate Lantern frontend from backend, to increase performance from 6-8 second to sub-second load times.

Transitioned to mobile/iOS. Worked on Government ID and Selfie identification requirements flow. Wrote and calibrated 4 of the 26 questions used for interviews.

sas.com, Sales Engineer, Software Developer

2003-07 - 2014-04

One of three sales engineers for entire US academic sales territory. 2012, hit 129% of sales target. 2013, hit 120% of sales target.

Created sales demos for SAS Visual Analytics using public NCES data, added geocoding.

Presenter, 2013 Assoc. for Inst. Research, SAS Global Forum 2012, SESUG 2013.

Maintainer of SAS Global Forum registrant data warehouse.

On-call rotation for entire company's invoicing and reporting data warehouse.

Wrote internal healthcare primary care signup website in Java Struts.

Maintainer of advertising OLAP system before native OLAP cubes were a thing.

Wrote a native HTTP/1.0 client in SAS/SCL because native SAS didn't support HTTP chunking on SOAP requests when dependent system changed their EJB container.

Wrote a monitoring website that tracked a realtime sync of data with IBM MQSeries.

Skills

Preferred Languages
Ruby, Javascript (ES7+), Elixir
Frameworks and Libraries
Redux, React, Ruby on Rails, Phoenix
SQL, OLAP, PGP, HTML, REST, LATEX

Academics

B.S. Computer Science, North Carolina State University

2002-2006

Broke an all-time record in Assembly course for writing a program in as few instructions possible Competed in regional ACM International Collegiate Programming Contest (ACM ICPC)

Hacks and Hobbies

Openskill, Open source, license free competitor to Microsoft TrueSkill

2020-04

Implemented the Weng-Lin rating system in Javascript and Elixir. Created rating system for board game tournaments.

Tarot, Game AI for Kingdomino

2017-09

Wrote a monte carlo tree search implementation to play Kingdomino, similar to Google's AlphaGo bot. Supports multiplayer, which is unique to any MCTS implementation I've seen.

Fields of Arle, Asynchronous Boardgame Website

2018

Implemented the board game Fields of Arle in the Boardgame.io framework using Functional Programming techniques and React. Contributed improvements back to Boardgame.io framework.