Joshua R. Braegger

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Senior Software Engineer

Objective

Currently seeking a software position with a brilliant team, and help provide the necessary skills and connections to eventually start my own company.

Technical Skills

Industries: Ecommerce, Music streaming, Distributed file storage, Realtime notifications

Languages, Markups, Transports, and Formats: Python, Java, Javascript, Perl, Go, bash, HTTP, SSL, JSON, protobufs, XML, Regex, HTML, CSS

Technologies and Frameworks: Django, Android, JSON, LevelDB, MongoDB, Twisted, jQuery, YUI, Git, SVN, CVS, openssl, httpd, nginx, docker, puppet, memcached, MogileFS, Postgres, MySQL, JIRA, Trello, Rally, Sprintly, Bugzilla, Jersey, Spring, Hibernate, Wicket, Eclipse, Interchange.

Work Experience

GaiaGPS (Contract)

(Bountiful, UT)
01/2014 - present
Senior Software Developer

Although I have worked with GaiaGPS off and on doing contract work in the past several years, since leaving Space Monkey, I have been doing full-time contract work. Responsibilities include:

- Built initial iteration of cloud functionality for cloud.gaiagps.com, for sync between multiple devices
- Built web map and printing feature for GaiaCloud, using Leaflet
- Do maintenance and minor bugixes on trailbehind.com

Space Monkey

(Salt Lake City, UT)
02/2013 - 01/2014
Senior Software Developer

A few coworkers went to start a company, and I wanted to join in. Cofounded with ex-Mozy employees, we set off to take cloud storage out of the traditional "cloud", and into users homes.

Primary responsibilities:

- Developed an Android client that communicates with our distributed filesystem
- Built a pleasant API for hiding complex DHT and sync logic
- Some ops work for provisioning and maintaining servers in EC2, ensuring scalability goals are met

Programmed in Python, Java (Android), Go

Backcountry.com

(Park City, UT)

01/2012 - 02/2013
Senior Software Developer / Team Lead

I rejoined Backcountry.com to help with their replatforming project, to take their front-end architecture from Interchange (perl) to ATG (java). New things done that aren't mentioned below are:

- Use Java in ATG, along with jQuery, Compass.
- Took ownership of deployments, responsible for helping the team move from 2 weeks between deployments and manual regressions, to targeted daily deployments with automated regressions.
- Helped cut and clarify requirements to meet tight replatforming deadline.
- Being an evangelist for Test-Driven Development to the entire engineering department.
- Fixing production issues, while also moving the replatforming codebase forward

Beyond Oblivion

(Salt Lake City, UT)
11/2010 - 12/2012
Senior Software Developer

Joined Beyond Oblivion because it provided some interesting challenges in that it was a startup so I'd be wearing many hats, the problem space (music) was interesting, scalability was a concern, and the data retrieved could be incredibly interesting. In the time I was employed, I was able to:

- Implement a unit testing framework adapted specific to Beyond Oblivion's codebase, and trained other engineers on best practices.
- Decrease time to develop ingestion scripts from 2 weeks to 2 days, through unit testing and developing a shared framework.
- Increase maintainability and turnaround of bugfixes through unit testing.
- Increase performance of our "music intelligence" from processing 50 "playcount reports" per second to 300 per second per process.
- Eliminated race conditions and deadlocks so multiple processes could run at the same time
- Move away from a queue implemented within MongoDB to RabbitMQ, improving throughput of messages.
- Develop web UI for maintaining and monitoring "music intelligence" processes, including handling anomaly reporting.

Used Python, Django, Twisted, MongoDB, Hadoop, Hive, Mahout, MySQL, among others.

Backcountry.com

(Park City, UT)
2/2007 - 11/2010
Senior Software Engineer

I've been working on Backcountry.com's Community project since its inception, bringing product questions and answers, reviews, gear photos, and user profiles from the minds of visionaries to actual implementation. It consists of a robust, event-driven model providing real-time collaboration to hundreds of thousands of visitors of our website. It was built using perl and the Interchange framework, Rose::DB ORM, memcached, mogilefs, and Moose. Also took advantage of S3 and EC2.

In addition to doing actual implementation, I have also been responsible for rapidly getting engineers not familiar with the codebase up to speed, given how fast our community is growing. More recently, I have been on the mobile/labs team, creating a webservice for mobile clients using Java, Jersey, Hibernate, and Spring.

Notify.me

(Remote)
10/2008 - 1/2010
Lead Developer

Moonlighted at notify.me to "deliver time sensitive information directly to the user in near real time", particularly because I was interested in the event-driven architecture and distributed systems. I worked 10-20

hours per week while employed at Backcountry.com. Worked on backend features such as improving malformed HTML in websites we consumed, making it more readable for our parser, and various website improvements, including providing a "notification bar" (similar to the Digg bar) on click-thru pages. Used perl, Catalyst, postgres.

Mortgage Computer

(Ogden, UT)
03/2006 - 02/2007
Software Developer

Developed a web-based loan servicing application for banks and credit unions across the country. Used Coldfusion, with SQL Server 2000. Worked on converting a COBOL flat-file based system into a relational, object-oriented model.

Gained experience with Java, Javascript, PHP, and AJAX.

Education

Weber State University
Graduated: 2008
Major: Computer Science
GPA: 3.74
Graduated Cum Laude with a Bachelors of Science

Hobbies / Interests

Running - Have run 1 half-ironman, 4 marathons, and countless of smaller races.
Snowboarding, rock climbing, and outdoor sports
Scifi - My top 3 movies are Gattaca, Fifth Element, and Gravity

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Recommendations

(From LinkedIn - http://www.linkedin.com/in/joshbraegger)

Josh is a young rockstar with lots of enthusiasm, a great natural sense for good software design, and a solid pragmatic head on his shoulders. He produces a lot of high quality solutions within the Backcountry organization and is a fantastic asset that just gets it done. Josh is passionate about his work and will invest the time and energy to work through a tough problem as a group and as an individual. Despite being right most of the time, Josh isn't a big ego and has the respect and admiration of his peers."

-- Chris Alef, current Amazon employee (previously at Backcountry.com)

Josh Braegger is a sharp engineer that's passionate about solving problems. He literally devours them and leaves no stone unturned. He digs in and gets things done. He's been a key engineer on several of our larger initiatives such as Community. He's now a mentor and has grown into a key resource for all of engineering. Over the past two years Josh has also built credibility with his business counterparts and during much of this time he was also completing a CS degree with Weber State. Josh creates a fun working environment and welcomes change and opportunities for learning."

-- Joel Brazle, Director of Product at Zillow (Previous Director of Software Development, Backcountry.com)

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