Rusty Roberts

Software Engineer with 6+ years of experience building scalable, data-intensive web applications

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TECHNICAL SKILLS

Languages & Frameworks

Python (8+ years) | TypeScript (6+ years) | Node.js (6+ years)
Express (3+ years) | React (6+ years) | Angular (3+ years)

Architecture & Design

RESTful APIs (6+ years) | Event-Driven Architecture (3+ years)
Microservice Architecture (3+ years) | Database Design (6+ years)

Data & Storage

PostgreSQL (8+ years) | Redis (6+ years) | ORMs (8+ years)
ETL Pipelines (6+ years) | BigQuery (3+ years)

Platform & Operations

AWS (6+ years) | Google Cloud (3+ years) | CI/CD (6+ years)
APM (6+ years) | Docker (6+ years) | IaC (4+ years)

WORK EXPERIENCE

Senior Software Engineer, Lead
LevelTen Energy, Seattle, WA (April 2024 – August 2025)

- Led scrum team of eight engineers in building the company's core domain service; established engineering standards and practices that were adopted across all 5 engineering teams, improving code quality, delivery speed, and system scalability
- Spearheaded 14-month platform re-architecture from monolith to microservices using domain-driven design, defining service boundaries and event patterns that enabled rapid product launches with minimal engineering resources
- Drove comprehensive backend performance initiative across multiple teams, implementing platform-wide optimizations to ORM queries, database indexing, and API server performance, reducing P95 request latencies by up to 90%

Software Engineer
LevelTen Energy, Seattle, WA (September 2022 – March 2024)

- Designed and built customizable forms feature for largest enterprise client, driving technical implementation and collaborating with product and design teams; contributed to 4x increase in client platform engagement and expanded solution to several key customers
- Planned and executed platform-wide authentication modernization, migrating 100% of customer base to Okta authentication with SSO and MFA capabilities, enhancing security posture while maintaining zero downtime during phased rollouts
- Designed and implemented functionality for customers to upload private pricing models, enabling integration of their in-house forecasts with our analytics platform; collaborated with data engineering to integrate across web and analytics layers

Software Engineer
Texas Water Development Board, Austin, TX (December 2019 – September 2022)

- Led design and development of full-stack features for a public-facing data visualization platform serving tens of thousands of users, implementing interactive dashboards and geospatial analysis tools
- Developed software applications for hydrologists and environmental scientists, including introducing new algorithms to enhance accuracy of an application for estimating reservoir volumes from depth-sounding data, enabling scientists to conduct field work more efficiently
- Regularly contributed features and bug fixes to open-source hydrology and climatology packages integral to the scientific community, including developing an API client for NOAA satellite weather data

Graduate Researcher
The University of Texas at Austin, Texas Materials Institute (2016 – 2019)

- Developed Python applications for analysis of experimental datasets up to hundreds of GB, automating ETL pipelines and creating interactive visualizations that enabled rapid analysis and freed scientists for other critical research work
- Led research on emerging 2D materials for electronic devices, advancing polarized-light spectroscopy techniques to investigate novel material properties and device architectures; co-authored multiple publications and presented findings at major research conferences

EDUCATION

M.S.E., Materials Science and Engineering • The University of Texas at Austin (2019)

B.S., Materials Science and Engineering • Columbia University (2014)