



Farley Schaefer

Software Engineer

SUMMARY

A passionate engineer, fan of music, comedy, and 60 series Toyota Landcruisers. I am driven by a passion for solving technical problems, and a desire to make a positive impact on the world through technology.

CONTACT

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EDUCATION

Bachelor in Computer and Information Science - Majoring in Software Development
Auckland University of Technology

RECENT EXPERIENCE

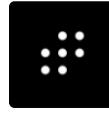


Backend Engineer (Go/Python)

Zapier, May 2021 - Present day

Working on the Engine team, we were tasked with building a new execution environment for automated workflows using cloud native technologies, with a focus on scalability and reliability.

This role involved maintaining a legacy Python executor while also architecting, building, and then running a new heavily distributed executor (written in Go) in production. The role required an understanding of important concepts in distributed systems to build an execution environment that was fault tolerant, scalable and reliable. Most importantly, this role allowed me to work with and learn from some very strong engineers from Amazon, Google and elsewhere.



Backend Engineer (TypeScript)

Roam, March 2018 - November 2020 (2 years, 9 months)

Roam is a digital agency based out of Auckland, New Zealand. Being an agency, over my tenure I was fortunate enough to be able to work on a handful of different projects, which constantly kept things interesting, and taught me a valuable lesson in the importance of coupling solid design with great engineering.

The work I am most proud of achieving at Roam was helping to build the internal backend framework and tooling, which was the workhorse behind every project we built. As well as building a shipping (freight) container detection and tracking system for a large US mining company, using bleeding edge object detection algorithms and tooling.



Backend Engineer (Go)

JustWatch, Jan 2016 - December 2016 (11 months)

During my time at JustWatch I worked remotely as a freelance backend developer while attending university in 2016. I wrote plugins which worked with an internal scraping framework to pull movie content from the APIs of numerous approved content providers. This job gave me a great opportunity to learn from a group of very intelligent senior developers working on complex concurrent systems. The work I did for JustWatch is still running in production today, and it was a great role early in my career.

SKILLS

Distributed Systems / Go / Python

These are the technical skills that I am most proficient in, and have been working with most recently. I have spent the last year working on a highly distributed, sharded execution environment within AWS that leverages lambda functions, queues and NoSQL technology. I have a strong understanding of distributed system concepts and have experience building solutions leveraging such concepts as idempotency, failure tolerance, CAP principles and more.

Technical Skillset

- AWS Suite: S3, EC2, ECS, ECR
- NoSQL key/value modeling, DynamoDB
- SQS / queues at scale
- Sharded environments (shuffle sharding)
- CDK
- CI/CD, CircleCI, GitHub, Gitlab
- Docker / virtual machines
- Monitoring / alerts
- Postgres / relational databases
- NestJS / TypeORM (TypeScript)
- Machine learning concepts
- PyTorch / PyTorch Lightning
- Web development (React / JS / TS)
- Coffee Latte art