

JOHN DOE

SENIOR SOFTWARE ENGINEER

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SUMMARY

Senior Software Engineer with 5+ years of proven expertise designing and building scalable backend systems and distributed architectures. Proficient in Go, Python, and Node.js with deep experience architecting microservices, event-driven systems, and cloud-native infrastructure on AWS. Demonstrated track record optimizing database performance, implementing robust APIs, and mentoring junior developers. Shipped features impacting 10M+ users. Skilled in containerization (Docker, Kubernetes), CI/CD pipelines, and writing clean, testable code.

EXPERIENCE

Senior Software Engineer

Jan 2023 - Present

Stripe

San Francisco, CA

- Designed and implemented real-time fraud detection pipeline processing 50K+ transactions/sec using Kafka and Go, reducing fraudulent charges by 18% through optimized distributed system architecture.
- Led migration of legacy payment reconciliation service to event-driven microservices architecture, improving system reliability from 99.5% to 99.99% uptime and establishing scalable patterns across platform.
- Mentored 3 junior engineers and established code review standards for clean, testable code adoption across payments platform team, ensuring production-quality deliverables.

Software Engineer

Jun 2021 - Dec 2022

Figma

San Francisco, CA

- Built collaborative editing backend infrastructure supporting real-time sync for 4M+ daily active users using event-driven architecture and WebSockets, demonstrating expertise in distributed systems.
- Optimized backend performance and rendering pipeline, reducing frame drop rate by 40% on large design files through strategic caching and query optimization.
- Shipped plugin marketplace API end-to-end, increasing plugin discovery by 25% within first quarter through robust API design and database optimization.

Software Engineer

Jul 2019 - May 2021

Notion

San Francisco, CA

- Developed scalable API integrations framework enabling 500+ third-party applications to connect with Notion workspaces, demonstrating expertise in API design and microservices patterns.
- Implemented offline-first sync engine for mobile app using SQLite and conflict resolution algorithms, showcasing distributed systems knowledge.
- Reduced API response latency by 60% through query optimization and strategic Redis caching layers, improving database performance and system scalability.

EDUCATION

UC Berkeley

2019

Bachelor of Science, Computer Science

PROJECTS

DevFlow

2022 - Present

Creator & Maintainer

- Open-source CLI tool for automating pull request workflows with 2.5K GitHub stars, demonstrating commitment to open-source contributions and clean code practices.

Real-time Transit Prediction App

2022

Creator

- SFHacks 2022 Winner - Built real-time transit prediction application using BART API and machine learning forecasting, showcasing distributed systems and API integration expertise.

SKILLS & AWARDS

Technical Skills:

Go, Python, Node.js, TypeScript, JavaScript, SQL, PostgreSQL, Redis, NoSQL, Kafka, Elasticsearch, AWS (ECS, Lambda, S3, RDS), Azure, Docker, Kubernetes, Terraform, GraphQL, REST APIs, gRPC, CI/CD, Microservices, Distributed Systems, Event-driven Architecture, API Design, Database Optimization, Cloud Infrastructure, Containerization, Feature Flags, A/B Testing, Observability (Datadog, PagerDuty)