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, distributed architectures, and cloud-native infrastructure. Proficient in Go, Python, and Node.js with deep experience architecting microservices, optimizing database performance, and implementing robust APIs. Demonstrated track record mentoring junior developers and shipping features to 10M+ users. Expert in containerization (Docker, Kubernetes), CI/CD pipelines, and cloud infrastructure (AWS, Azure). Passionate about writing clean, testable code and building systems that scale.

EXPERIENCE

Senior Software Engineer   Jan 2023 — Present
Stripe   San Francisco, CA
- Designed and implemented real-time fraud detection pipeline processing 50K+ transactions per second 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 adopted across payments platform team, ensuring clean, testable code practices

Software Engineer   Jun 2021 — Dec 2022
Figma   San Francisco, CA
- Built collaborative editing infrastructure supporting real-time sync for 4M+ daily active users using CRDTs and WebSockets, demonstrating expertise in distributed systems and scalable backend services
- Optimized canvas rendering performance, reducing frame drop rate by 40% on large design files through WebGL batching and database query optimization
- Shipped plugin marketplace search feature end-to-end, increasing plugin discovery by 25% within first quarter through robust API design and performance tuning

Software Engineer   Jul 2019 — May 2021
Notion   San Francisco, CA
- Developed API integrations framework enabling 500+ third-party applications to connect with Notion workspaces, demonstrating expertise in API design and microservices architecture
- 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, optimizing database performance at scale

EDUCATION

UC Berkeley   2019
Bachelor of Science, Computer Science

PROJECTS

DevFlow
Creator & Maintainer
- Open-source CLI tool for automating PR workflows with 2.5K GitHub stars, demonstrating commitment to open-source contributions and community-driven development

Real-time Transit Prediction App   2022
Creator
- Built real-time transit prediction application using BART API and ML forecasting, SFHacks 2022 Winner, showcasing full-stack backend and data optimization capabilities

SKILLS & AWARDS

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