

Sam Wlody

Software Engineer

🏠 Brooklyn, NY
☎ +1 (914) 960-8475
✉ sam@swlody.dev
🌐 linkedin/sam-wlody
🐙 github/swlody
🌐 swlody.dev

Summary

Experienced Software Engineer with interest in backend and infrastructure. Proficient in Rust and C++.

Education

- ▶ B.S. Comp. Sci. 2014 - 2018
- ▶ B.A. Physics
- ▶ Biology Minor

University of Rochester
Rochester, NY

Skills

Programming languages

Rust C++
C TypeScript
HTML/CSS Python
C#

Technologies

Multithreading Async
Networking REST APIs
Infrastructure

DevOps

Docker CI/CD
Metrics Monitoring
Cloud

Database management

PostgreSQL SQLite
Redis

Experience

Participant in self-directed programming retreat

2024

Recure Center, Brooklyn, NY

- ▶ Worked on personal projects and collaborated with other programmers with diverse levels of experience.
- ▶ Gained depth and breadth of knowledge of web technologies and infrastructure.
 - ▶ Built horizontally and vertically scalable backend services.
 - ▶ CI/CD with extensive testing and cloud native hosting of Docker containers.
- ▶ Created a [small website](#) to fetch a random poem. Utilized vanilla HTML with Rust & SQLite backend. ([Code](#))
- ▶ Launched another [interactive website](#) where users could communicate data between a REST API and WebSockets by utilizing Redis. ([Code](#)) ([Technical writeup](#))
 - ▶ Required [live troubleshooting](#) of scaling issues after being posted to forums.
- ▶ Honed distributed systems skills using the [Maelstrom workbench](#). ([Code](#))
- ▶ Created a [personal website](#) where you can read more about me!

Software Engineer

2022 - 2023

GTS Securities, New York, NY

- ▶ Developed reconciliation system for messages sent and received by trading systems.
 - ▶ Integrated with existing systems including Apache Kafka for reconciliation data, and Redis for reporting mismatches.
- ▶ Assisted new hires with on-boarding exercise to implement a simple trading model.

Software Engineer II

2019 - 2022

Microsoft, Reston, VA

- ▶ Worked to implement an asynchronous and multi-threaded SFTP server in C++.
 - ▶ Integrated with existing backend storage APIs, logging and monitoring infrastructure, QA, testing and fuzz testing.
- ▶ Shared responsibilities for organizing and prioritizing sprint planning and participated in code reviews.
- ▶ Spent several days per month on-call as directly responsible engineer for API gateway team.
 - ▶ Troubleshooted and resolved issues across the full surface of the cloud storage API globally.
 - ▶ Required familiarity with every layer of the storage stack from public-facing SDKs and APIs down to the distributed filesystem.
 - ▶ Required digging deep into unfamiliar layers of the code helped to understand and quickly remediate customer issues.
 - ▶ Exercised communication skills to organize responses across teams.
 - ▶ Practiced software lifecycle management to ensure identified bugs were fixed in production.
- ▶ Wrote root-cause analyses of incidents and coordinated mitigation and resolution of both the symptoms and underlying issues.
- ▶ Went beyond job scope to contribute to open source Rust SDK for Azure to add support for calling distributed filesystem APIs.

Software Engineer

2018 - 2019

MTEQ, Lorton, VA

- ▶ Integrated autonomous field sensor systems with proprietary communication protocol based on Protocol Buffers and TLS.
- ▶ Collaborated with team of 2 other developers to create developer libraries for the protocol in C++, C#, and Python.
- ▶ Authored a code generator in Scala to convert XML definitions corresponding to protobuf messages into C++/C#/Python classes.