







Theodore Brockman

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Skills

Languages:


Typescript, Python, Go, Rust, C#, Java, Ruby, Bash, Powershell, HTML, CSS


Technology:


Angular, Android, AWS, Azure, Browser Extensions, ChatGPT, Chrome, Cloudflare, Datadog, Distributed Systems, Django, Docker, Electron, esbuild, etcd, FastAPI, Figma, Firefox, Flask, Flutter, Git, GitHub, Grafana, grpc, Jenkins, Kafka, Kubernetes, Linkerd, Mantine, MUI, MySQL, Netlify, Next.js, Node.js, OpenTelemetry, Parcel, Playwright, PostgreSQL, React, Redis, Remix, Safari, Tailscale, Tauri, Turborepo, Vite, WASM, WebContainers, WebRTC

Work Experience


Software Engineer, LinkedIn | *New York, NY*
Jul 2023 - Sep 2024


 Cut costs: Independently scoped and executed infrastructure changes saving over **\$1.2 million per year** in the time span of 2 months.


 Maintained critical site reliability platforms: Developed and maintained LinkedIn's internal alerting, notification, oncall management, and automated remediation platforms.


 Validated high-stakes changes: Built request replay tooling to evaluate the performance and correctness of LinkedIn's new internal metrics platform.

Site Reliability Engineer, LinkedIn | *Sunnyvale, CA*
Nov 2021 - Jul 2023


 Handled massive scale: Supported backend applications which serviced more than **4 million requests per second** while maintaining **99.9% availability**.


 Improved site reliability: Built automation to incrementally deploy experimental code while ensuring application health.


 Built alerts & dashboards-as-code plugin: **Facilitated better alerting practices** through a widely used (300+ projects) internal GitHub Action to allow teams to manage their dashboards and alerts as code.

 Prevented widespread outages: Developed and executed load tests to proactively **identify impending severe scale limitations** in another team's project, preventing a potential catastrophic outage.

Software Engineer, Earnin | *Palo Alto, CA*
Mar 2019 - Aug 2021

 Lowered user-acquisition costs: Created a browser sign-up funnel for our (previously) mobile-only application, **reducing cost of user acquisition by 50%**.

 Automated the hard stuff: Created a Python tool to automate safe deployments of our legacy C# applications (including our main monolith), **eliminating all deployment tool related outages**.

 Strengthened culture: Built an internal Slack application for **co-workers to show each other appreciation** through coin emojis, dubbed 'Earnin Coin', which went viral internally.

Fullstack Software Developer, Brockman Consulting | *Calgary, AB*
Nov 2018 - Mar 2019

📱 Built job-dispatching application: Worked as an independent consultant, building an SMS-based job-dispatching application for an industrial safety services company. Allowed the company to **automate deploying qualified employees** to available jobs.

Junior Software Developer, Microquest | *Edmonton, AB*
Jan 2015 - Mar 2016

💬 Created secure chat application: Worked as a fullstack developer to create a messaging application for health-care professionals and clinics, facilitating the **secure** sharing of patient information between clinics and physicians *within* Canada.

Projects

🖥️ jsnix

A React component for using WebContainers (and more!)
↳ <https://github.com/tbrockman/jsnix>

🌿 prune

A simple browser extension to help you trim your garden of tabs. Currently rated 4.9 ★
↳ <https://prune.lol>

🦋 Browser Extension for OpenTelemetry

A browser extension to automatically instrument webpages with user and performance analytics, using OpenTelemetry.
↳ <https://github.com/tbrockman/browser-extension-for-opentelemetry>

🎨 github-paint

A GitHub Action to draw text in your GitHub profile's contributions graph.
↳ <https://github.com/tbrockman/github-paint>

🌱 turnip

A proximity-based jukebox (for Android). Built to stop friends fighting over the aux.
↳ <https://github.com/tbrockman/turnip>

📦 parcel-resolver-inlinefunc

A Parcel plugin to compile (using esbuild) Javascript functions as serializable and self-contained bundles (useful in browser extensions/sandboxes).
↳ <https://github.com/tbrockman/parcel-resolver-inlinefunc>

Open source

Projects I've contributed to in the past:

📦 jsr - <https://jsr.io/>
⚙️ atom - <https://atom.io/>
🦋 opentelemetry-rust - <https://github.com/open-telemetry/opentelemetry-rust/>
🔍 Review Board - <https://reviewboard.org/>
🌐 linkerD - <https://linkerd.io/>
🛡️ quickjs-emscripten - <https://github.com/justjake/quickjs-emscripten>
🚀 oasgen - <https://github.com/kurtbuilds/oasgen>
🌈 plasmio - <https://www.plasmio.com/>