Theodore Brockman

dev 💻 artist 🎨 goof 🤡

📬 iam@theo.lol: <mailto:iam@theo.lol> | 🏠 theo.lol: <https://theo.lol> | 🖥️ tbrockman: <https://github.com/tbrockman> | 💼 in/iamtheolol: <https://linkedin.com/in/iamtheolol/>

# Skills

**Languages**: Python, Go, Typescript, Javascript, Rust, C#, Java, Ruby, Bash, Powershell, HTML, CSS

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

# Projects

## **🍇 prune**

↳ https://prune.lol

A simple browser extension to help you **trim your garden of tabs**.

Beloved by its few users, currently rated **4.9 ⭐**

## **🔭 Browser Extension for OpenTelemetry**

↳ https://github.com/tbrockman/browser-extension-for-opentelemetry

A browser extension to automatically instrument all webpages with user and performance analytics, using OpenTelemetry.

## **🏠 theo.lol**

↳ https://theo.lol

My homepage and blog. Hosted on GitHub pages and written in plain ol' Javascript, HTML, and CSS. It's small, it loads quickly, and it costs me **$0.00**.

## **🌱 turnip**

↳ https://github.com/tbrockman/turnip

A **proximity-based jukebox**. Built as a personal project in university to stop friends fighting over the aux cable.

Allowed anyone within 100ft to search and queue Spotify songs on the host phone (without needing any authentication or sign-up).

## **🎵 auxb0x**

↳ https://auxb0x.com?api=ax8G2Du7z38r5InOvvu9661kj4XgyCfz8cZSBOHT

A website dedicated to playing my Soundcloud reposts and likes.

Built as an exercise to learn more about frontend design, as well as distributing content with a CDN.

# Work Experience

## **Software Engineer,**[LinkedIn](https://linkedin.com) | *New York, NY*

Jul 2023 - Present

### 🚨 Maintains critical site reliability platforms

Currently develops and maintains LinkedIn's internal **alerting**, **notification**, **oncall management**, and **automated remediation platforms**.

### 💰 Cuts costs

Independently (as a side-project) scoped and executed infrastructure changes saving over **$1.2 million *per year*** in hardware costs by reducing the resource use of two large-scale applications, done in the time span of **2 months**.

### 🧑‍🔬 Helps test high-stakes changes

Built request replay tooling to **evaluate the performance and correctness** of LinkedIn's new metrics platform (leveraging distributed traces), allowing the team to **debug** and **fix underlying issues** *before* the migration, as well as measure progress to platform parity. Included building a pretty rad + intuitive Grafana dashboard.

## **Site Reliability Engineer,**[LinkedIn](https://linkedin.com) | *Sunnyvale, CA*

Nov 2021 - Jul 2023

### 🚀 Handles massive scale

Supported backend applications servicing more than **4 million requests per second**. Maintained **99.9% availability** of all online applications comprising LinkedIn's targeting, ramping, and experimentation platform ([T-REX](https://engineering.linkedin.com/teams/data/analytics-platform-apps/data-applications/t-rex)).

### 🤖 Improves site reliability

Built automation to incrementally deploy experiments while monitoring and reacting to their impact on application health signals, **reducing likelihood of incidents** from insufficiently validated A/B test treatments.

### 📋 Builds alerts & dashboards-as-code plugin

Created (as a side-project) a widely used (by 300+ internal projects) GitHub Action to allow teams to manage their dashboards and alerts as code, encouraging **better alerting practices through code-review** as well as providing discoverable examples for others (improving oncall quality-of-life and site availability).

### 🔍 Prevents widespread outages

Uncovered issue in an external teams service slated to be used by most of our fleet. Developed and executed load tests to proactively **identify severe scale limitations**, preventing the bottleneck from occurring in production.

## **Software Engineer,**[Earnin](https://earnin.com) | *Palo Alto, CA*

Mar 2019 - Aug 2021

### 💰 Lowers user-acquisition costs

Created a browser registration funnel for our previously mobile-only application, **reducing cost of user acquisition by 50%** and paving the way for future investment into a cross-platform target for application development.

### 🔧 Automates the hard stuff

Created a Python tool to automate safe deployments of our legacy C# applications (including our main monolith), **eliminating all deployment-related site-reliability issues**. Included writing thorough documentation and training 30+ developers on tools use, which allowed engineers to confidently and safely deploy new code without fear of user impact.

### 🤝🏻 Builds appreciation culture

Built an internal Slack application for co-workers to show each other appreciation through coin emojis, dubbed 'Earnin Coin', which went viral internally. Regularly reached *100s of weekly transactions*. Included a real economy, a weekly leaderboard to celebrate high coin earners, and was consistently touted as making employees feel better about giving and receiving help.

## **Fullstack Software Developer,**[Brockman Consulting](https://brockmanconsulting.com) | *Calgary, AB*

Nov 2018 - Mar 2019

### 📲 Builds job-dispatching application

Worked as an independent consultant, building an SMS-based job-dispatching application for an industrial and oil-field safety services company using Node.js and Twilio. allowed the company to automate notifying (and provisioning) qualified employees for available jobs.

## **Junior Software Developer,**[Microquest](https://microquest.ca) | *Edmonton, AB*

Jan 2015 - Mar 2016

### 💬 Creates secure chat application

Worked as a fullstack developer to create a chat application for health-care professionals, facilitating the secure sharing of patient information between clinics and physicians within Canada. Built using Angular and Node.js, leveraging WebSockets for real-time communication and notifications.

# Open-Source

Projects I’ve contributed to in the past (usually by fixing fairly small issues I encounter while trying things out):

⚛️ 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), 🧬 plasmo (https://www.plasmo.com/)