Tom Cahill

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Alto Pharmacy

Dec 2017 → Oct 2024

Senior Software Engineer

Over my nearly 7 years at Alto I assumed a variety of roles, starting as a generalist developer working on everything from our patient-facing web and mobile app to our billing system before becoming a founding member of our Platform team and finally joining forces with our Infrastructure and Security teams under the umbrella of DevSecOps.

- Contributed to internal tools supporting the modularization of our monolithic Rails application
- Led migration of company-wide CI/CD from CircleCI to Github Actions
- Led migration of patient authentication to Auth0, introducing MFA support and greatly increasing security for our patients.
- Defined and executed on process for major version upgrades of our Postgres databases with minimal downtime (on the order of seconds)
- Led overhaul of legacy service interfacing with medication-dispensing robots
- Built a Kafka library for our Rails applications that provides
- Created an extensible API gateway built on top of the Lura framework for handling common concerns such as request retries and observability

Ruby | Rails | Go | Kubernetes | AWS | Terraform | React | LGTM Stack

Apcera

April 2014 → Dec 2017

Senior Software Engineer

- Contributed to Apcera's container runtime, scheduler and API
- Conducted investigation into deploying a cluster across multiple cloud providers (AWS, GCE, OpenStack, vSphere) and provided a prototype implementation.

Go | Distributed Systems | Terraform

Fastcap Systems

May 2013 → April 2014

Engineer I

As the sole software engineer at Fastcap Systems, I developed firmware for embedded dynamics sensor systems and designed a GUI to interface with an acquire data from these systems.

C | Python | Embedded Systems

Education

Tufts University

2009 → 2013

Bachelor of Science, Electrical Engineering

Capstone Project: Designed a system that utilizes optical sensors mounted beneath keys of an acoustic piano to transmit MIDI data (note number and velocity) via USB with sub-millisecond latency.