Zachary Hirsch, software engineer.

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Experience

Google, Inc.
Staff software engineer

Mountain View, CA March 2010 to present

- Automatic, Google-wide capacity planning (patent pending)
 - Develop software that automatically analyzes and forecasts time series of user demand, describing how Google services grow over time.
 - Tech lead for software that provides a common interface for retrieving time series information from numerous data sources spread across Google, and common operations (downsample, forecast, scale, etc) on those time series.
 - Tech lead for software that allows Google teams to describe the requirements for running their services in production (N+k redundancy with a region, latency between backends, etc), then uses these requirements and time series to generate capacity plans using linear and mixed integer programming.
 - A large portion of Google's data center resources are planned using these tools.
- Site reliability engineering
 - Carry a pager for Google's content delivery network and YouTube's core video serving infrastructure.
 - Develop features for the backend metadata serving and storage systems, e.g. strong consistency on top of eventually-consistent replicated bigtables.
 - Work closely with other developers to ensure that changes will seamlessly work in production.
 - Created demand forecasts for the content delivery network, used to determine where to increase capacity and build new points-of-presence at the edge's of Google's network.

MapReduce

- Optimized the mapreduce framework to reduce the framework's wasted time before and after processing data. Reduced 99th %tile of this wasted time from 5 seconds to 200 msec.
- Implemented "memory chaining", allowing data to be passed from one mapreduce's reducer directly to another mapreduce's mapper through RAM, skipping disk entirely.
- These enabled low-latency applications to be developed on top of the mapreduce framework.
- Use c++, python, go, linear programming, mapreduce, bigtable, other Google-specific technologies.

VMware, Inc. Palo Alto, CA
Senior member of technical staff June 2006 to March 2010

- Build infrastructure team tech lead, focused on automation and maintainability.
 - Set goals and directed work for junior team members.
 - Set long-term technical direction for the build infrastructure team.

- Developed a highly scalable build harness, which performed 100s of nightly builds, 1000s of personal builds, and countless continuous integration builds each day.
- Developed a collection of web UIs, APIs, and command-line tools for accessing information about builds and build machines.
- Hacked on Makefiles to dramatically increase performance: reduced a two hour build to 25 minutes.
- Built cross-compilers and 3rd party (open source) libraries used in every build.
- Used python, perl, make, django, perforce, postgresql, unix tools, djb's daemontools.

Education

University of Michigan

Ann Arbor, MI

B.S.E. Computer Science

September 2003 to April 2007

- Graduated magna cum laude, member of Eta Kappa Nu honors society.
- Awarded Dean's List and University Honors five times.

References

Available upon request.