JACK LINDAMOOD

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EXPERIENCE

- **Anthropic**   San Francisco, CA
  Member of Technical Staff   *Aug 2024 - Present*
  - **Core Engineering - Systems**: Anything required to support large AI jobs inside multiple clouds.

- **xAI**   San Francisco, CA
  Member of Technical Staff   *Apr 2024 - Aug 2024*
  - **Cloud Infrastructure**: Whatever it takes to keep many large kubernetes cluster of GPUs running.

- **cresta.ai (Investors Greylock/Sequoia/a16z)**   San Francisco, CA
  Head of Infrastructure   *Jan 2020 - Apr 2024*
  - **Designing all things cloud infrastructure**: Joined as only full time infra hire: responsible for setting up all things cloud and AWS: Kubernetes (EKS), RDS (postgres), Route53 (Let's encrypt), networking (VPN/VPC), L4 (NLB), L7 (Nginx), multiple AWS accounts, spot instances, Terraform/Atlantis, IaC, CI/CD (github actions), GitOps(Flux), cost tracking, monitoring (DataDog), alerting (PagerDuty), process changes (post mortems), security hardening/compliance, database maintenance and schema changes, dev servers, and Go backends.
  - **Leading international remote Infrastructure team**: Hired and managed international team of infrastructure engineers as company grew. Focused on mentoring, cross team collaboration, team morale, documentation, cost, and company technical process.

- **Twitch.tv (Amazon)**   San Francisco, CA
  Software Engineer   *Jun 2016 - Aug 2019*
  - **Feed Infrastructure**: Technical lead for news feed aggregation of clips, posts, and streams on Twitch. Microservice system responsible for distribution of each piece of user generated content into the feeds of users. This near realtime system involved heavy use of core AWS technologies combining SQS, DynamoDB, ECS, Docker, Terraform, and ElastiCache Redis.
  - **Discovery Backend**: Led technical direction of infrastructure team responsible for search and discovery of content on Twitch. Mentored new team members, drove architecture decisions, and gave organization wide advice on software design and engineering best practices.
    * **GraphDB**: Architected and developed a DynamoDB backed Graph database powering the follows product.

- **SignalFx (Splunk)**   San Mateo, CA
  Software Engineer   *Jun 2013 - Apr 2016*
  - **Ingest**: Fourth hire of a fast growth startup, eventually purchased by Splunk. Owned the software stack responsible for the flow of data from users to our HTTP edge servers.
    * **Edge Server**: Lead development of HTTP server written in Go that receives all sent user data, authenticates the request, and forwards the data to a Kafka message bus for persistent storage.
    * **Build and deploy**: Jenkins/CircleCI build path and Docker orchestration that deploys ingest servers.
  - **Integrations**: Open source code needed by users to integrate with SignalFx systems.
    * **Client libraries**: Wrote and maintained open source Java, Python, and Go client libraries to post data to SignalFx.
    * **CollectD**: Maintained open source CollectD user agent, installed on clients machines to monitor and report telemetry to SignalFx.
    * **AWS**: Wrote and maintained AWS integration with SignalFx, allowing import of AWS data into SignalFx.
    * **Metric Proxy**: Open source metric proxy written in Go that allows users to tee existing metric systems into SignalFx.
  - **Client Interactions**: As part of a then small startup, I worked directly with customers to understand their needs, demo the product, and directly market it at AWS events.

- **Facebook**   Menlo Park, CA
  Software Engineer   *Jun 2008 - Dec 2012*
  - **Media Infrastructure**: Whatever it takes to make sure people can view photos and videos on one of the planet's largest media sharing websites. When I joined, we were a team of three engineers responsible entirely for the infrastructure that stored and delivered media content on Facebook.

- * **Photo routing**: Developed asynchronous epoll based C++ server that routed incoming HTTP requests to the correct photo storage server.
  - * **Photo caching**: Managed Varnish servers that worked as the cache for Facebook photos
  - * **Nginx video routing**: Managed Nginx servers that worked as a load balancer for incoming HTTP video serving requests.
  - * **PHP integration**: Maintained PHP code that generated valid media links and managed media content uploads.
- **Business Pages**: Product side development for business profile pages inside the ads organization.
  - * **Page post targeting**: Lead development of JavaScript, PHP, and CSS code needed to enable post targeting for brand owners of Facebook Pages.
  - * **Global brands product feature**: Lead development of JavaScript, PHP, and CSS code needed to consolidate the various pages of international brands into a global pages feature set.

EDUCATION

- **The University of Texas at Dallas**   Dallas, TX
  Master of Science (MS), Computer Science   *2006 - 2008*

- **University of North Texas**   Denton, TX
  Bachelor of Science (BS), Computer Science   *2004 - 2006*

EXTRA

Personal Technical blog : https://cep.dev
Personal GitHub : https://github.com/cep21
Gopherpalooza 2019 Speaker : Genetic algorithm discovery of worst case Go sort inputs powered by AWS Batch
GopherCon UK 2017 Speaker : How to correctly use package context
GopherCon 2016 Speaker : Practical Advice for Go Library Authors
ACM ICPC finalist 2007 : Tokyo Japan
USACO finalist 2000 : USA Computing Olympiad
Dallas Science Place Museum Instructor : College part time job as a science instructor at a children's museum zapping things with tesla coils, electrifying hair with a Van de Graaff generator, and blowing up potatoes dressed as astronauts.
Mathematics of Card Counting and Casino Advantage Play : Private talk on understanding the math behind how gamblers gain an advantage.
Distributed storage system patent : U.S. Patent 8,793,328: "Distributed Storage System" filed Dec 17, 2010
Intuit summer intern 2007 : Worked on the mobile team developing J2ME applications
Verisign summer intern 2006 : Worked on the SSL team improving the SSL cert purchasing website
Texas Instruments summer intern 2000 : Worked on DSP software using C++/assembly