

# Teddy MARTIN

EMAIL: [teddy@teddy.fyi](mailto:teddy@teddy.fyi)

## WORK EXPERIENCE

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| 2019 - Now  | Senior Software Engineer at PINTEREST <ul style="list-style-type: none"><li>• Modernized and maintained an internal tool for email sending and configuration</li><li>• Designed and shipped a Subject Line AB testing tool for Email Campaigns</li><li>• Built a data collection tool to better serve Pinners, Partners, and others</li></ul>   |
| 2017 - 2019 | Senior Software Engineer at BRIGADE GROUP, INC <ul style="list-style-type: none"><li>• Tech Lead of the backend team</li><li>• Integrated experimentation services with email sending classes to allow rapid experimentation in email marketing</li><li>• Integrated MJML email templates into email sending infrastructure to allow designers to easily write responsive emails</li><li>• Managed an intern as practice for eventual management career development</li></ul>   |
| 2014 - 2017 | Senior Software Engineer at FLUX FACTORY, LLC <ul style="list-style-type: none"><li>• Owned the deployment infrastructure, a system using Docker, Golang, Kubernetes, and Google Cloud Platform</li><li>• Evolved the production infrastructure from a singleton server to a persistent cluster with multiple independently versioned services</li><li>• In doing so, moved the culture from a weekly full redeployment with 2 hours of downtime to on-demand zero-downtime deployments.</li><li>• Designed and built a Go client package, and a surrounding acceptance test framework for testing the back end API directly</li><li>• Developed new platform features such as Public Data Keys and Self-Service Subscription</li><li>• On-boarded and mentored most of the engineering team onto the on-call rotation</li><li>• Built and evolved a configuration management system for run-time controlled and persistent configuration changes</li></ul> |
| 2011 - 2014 | Software Engineer at OSISOFT, LLC <i>PI Server Team</i> <ul style="list-style-type: none"><li>• Updated the code by applying C++11 concepts to the old code base (project has been under active development since 1993)</li><li>• Taught the team C++11 concepts such as rvalues, lambdas, and task-based multi-tasking</li><li>• Expanded and restructured the test infrastructure for greater coverage, improved reliability, and improved debuggability</li><li>• Refocused the background thread pools into a model using tasks instead of threads</li><li>• Applied template techniques to reduce run-time and development time at the cost of increasing compilation time</li><li>• Applied template techniques to force compilation errors with helpful messages instead of run-time errors</li></ul>  |

## LANGUAGES AND TECHNOLOGIES

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Advanced Experience: GOLANG, C++, BASH, GCP, DOCKER  
Intermediate Experience: PYTHON, JAVASCRIPT, TYPESCRIPT, RUBY, AWS, NGINX, KUBERNETES  
Basic Knowledge: MYSQL, HTML, CSS, C#, JAVA

## PROJECT HIGHLIGHT

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On-Demand Deployment Flux Factory	The capstone project allowing for independent deployment of cluster services was the <i>deploy</i> tool and <i>cluster.toml</i> . These pulled together the disparate deployment mechanisms of the independent services, previously written in bash, into a single Go binary that compared the current configuration to the requested configuration, and performed the required tasks to resolve the discrepancies.
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## EDUCATION

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MAY 2011	MS in ELECTRICAL AND COMPUTER ENGINEERING	<b>Carnegie Mellon University</b>
MAY 2011	BS in ELECTRICAL AND COMPUTER ENGINEERING	<b>Carnegie Mellon University</b>
MAY 2011	Minor in COMPUTER SCIENCE	<b>Carnegie Mellon University</b>