Teddy **Martin**

Staff Software Engineer

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Summary

Staff Software Engineer with 15 years of experience architecting highly scalable distributed systems, modernizing core API infrastructures, and driving engineering excellence. Passionate about uncovering hidden technical debt, I thrive on identifying the neglected yet mission-critical parts of a system and executing time-boxed adventures to drive massive performance and reliability gains. Proven track record of scaling complex Python and GraphQL backends for hundreds of millions of users, supported by deep foundational expertise in Go, C++, and containerized infrastructure. Adept at leading cross-functional technical initiatives, establishing distributed ownership models, and multiplying developer velocity in remote-first environments.

Experience

Pinterest — San Francisco, CA

Staff Software Engineer: Tech Lead API Product — 2024 – 2026

- Drove multi-million dollar annual reductions in compute costs by architecting and deploying a highly performant content-filtering API layer with comprehensive system traceability.
- Reduced client data-fetching latency and significantly optimized GraphQL query resolution by modernizing the core gevent-based API infrastructure with engineered asyncio dataloaders.
- Mitigated SEV-0 incidents and ensured high platform availability by volunteering as a Subject Matter Expert (SME) for the critical, public-facing API years before officially joining the team.
- Drastically reduced the time required to decompose monolithic methods and massive test suites by engineering a centralized repository of automated AST-based refactoring scripts.
- Systematically left-shifted error detection and improved overall codebase health by driving the platform-wide adoption of strict type annotations.

Pinterest — San Francisco, CA

Staff Software Engineer: Trust and Safety Tooling — 2019 – 2024

- Achieved zero downtime during the production cutover by spearheading the massive, company-wide migration of the core administrative platform (AdminApp) from Python 2 to Python 3.
- Significantly lowered the barrier to entry and reduced engineering overhead for internal tooling teams by architecting a standardized internal API framework.
- Unified frontend interfaces with disparate polyglot backend APIs by championing a decoupled architectural vision as a principal technical voice on the Internal Tool Platform (ITP) working group.
- Enabled the processing of real-time appeals and visualization of moderation actions at a massive consumer scale by designing and implementing a highly available, user-facing dashboard architecture.
- Automated critical legal and compliance data retrieval (Law Enforcement, SARs) by designing and engineering a secure, asynchronous data generation pipeline from scratch using an asynchronous execution engine and S3.
- Drastically reduced manual operational overhead for Legal/Ops teams and ensured rigorous logical consistency in data preservation by collaborating directly with Security and Privacy teams to implement strict access controls.
- Earned the company-wide Engineering Citizenship Award by delivering exceptional cross-organizational impact, mentorship, and technical leadership.

Brigade — San Francisco, CA

Senior Software Engineer: Backend Tech Lead — 2017 – 2019

- Served as Tech Lead for the backend engineering team, managing agile workflows and driving technical consensus to accelerate team output.
- Engineered a high-throughput experimentation service within the core infrastructure, enabling rapid A/B testing at scale.
- Spearheaded the modernization of the core API gateway by migrating the GraphQL server from JavaScript to TypeScript, systematically reducing runtime errors and accelerating developer velocity.

Flux Factory — San Francisco, CA

Senior Software Engineer — 2014 – 2017

- Owned and scaled the core deployment infrastructure, architecting a robust, highly available system utilizing Docker, Golang, Kubernetes, and GCP.
- Spearheaded the migration of production infrastructure from a singleton server to a persistent, containerized cluster of independently versioned microservices.
- Transformed engineering deployment culture by eliminating weekly 2-hour downtime windows, achieving true on-demand, zero-downtime continuous deployments.
- Evolved the deployment pipeline from a series of bash scripts to a Golang binary leveraging the native API libraries of GCP to create a declarative deployment system.

OSIsoft San Leandro, CA

Software Engineer 2011 – 2014

- Modernized a massive, legacy C++ codebase (active since 1993) by championing the adoption of C++11 paradigms, including rvalues, lambdas, and task-based concurrency.
- Re-architected the core background thread pool infrastructure into a highly efficient task-based execution model.
- overhauled the testing infrastructure to drive significant improvements in system reliability.

Skills

Languages	Python, Go (Golang), C++, TypeScript, JavaScript, Ruby, Bash
Infrastructure & Cloud	Docker, Kubernetes, GCP, AWS, Nginx
APIs & Databases	GraphQL, REST, MySQL

Education

Carnegie Mellon University Pittsburgh, PA

MS, Electrical and Computer Engineering May 2011

Carnegie Mellon University Pittsburgh, PA

BS, Electrical and Computer Engineering May 2011

Carnegie Mellon University Pittsburgh, PA

Minor, Computer Science May 2011