

[paul.oppenheim]

+1 734 576 5241

hello.swe@pauloppenheim.com

https://pauloppenheim.com/resume/resume.paul_oppenheim.software_engineer.html / .pdf / .txt

Summary

Experienced software engineer and leader at startups in realtime collaboration, virtual worlds, enterprise, and games, working on servers, APIs, tools, and infrastructure.

I work coarsely to get things in others' hands so we can answer the bigger questions. I work in detail to discover deep pearls.

Objective

Work with kind, thoughtful people. Work with clear expectations and frequent, constructive feedback. Deliver value. Leave in time to pick up my kids.

Experience

Ginger Labs (Notability) SAN FRANCISCO, CA *Software Engineer* 2016-08 — 2018-08

Backend / Services lead, prototyping productivity apps; one discarded, one current.

Work: Auth systems, CRDT operation storage, continuous deploy automation, UI wireframe implementation. Tech: Typescript, React, Redux, Node 6, WebSockets, GraphQL, MySQL, Kubernetes on Google Cloud Platform, Google APIs, bash. Currently can't talk much about it.

Figma SAN FRANCISCO, CA *Software Engineer* 2015-09 — 2016-05

Illustration tool for UI designers.

Led backend service production readiness for beta launch. Helped prototype a realtime collaboration server. Scripted AWS EC2 server config, rewrote deploy for horizontal scale, setup monitoring and alerting in DataDog and PagerDuty. Created policy and trained devs for 6-person on-call and deploy rotation. Tech: Bash, JavaScript / TypeScript, Ruby, and Python.

LiveLoop (acquired by Microsoft) SAN FRANCISCO, CA *Software Developer* 2012-11 — 2015-03

5-person startup building PowerPoint collaboration and web presentation sharing.

"Full stack" work:

- o Built dev env, test framework, login, error handling, Azure prod / dev parity hacks for web sharing app
- o Wrote internal custom analytics data visualization system for collab backend
- o Wrote our own python web framework (based on transparent WSGI use and functional programming)
- o Coded and iterated based on user, management, and board feedback
- o Designed product features / UX with team (and UX contract friend) in HTML, CSS, and JS
- o Prototyped web presentation app; helped interest new investors, raise funding
- o Prototyped version control delta transmission storage server
- o Debugged performance for real time web UI network latency, page and image loading
- o Built scripted "devops-style" intranet site with wiki, file, and code sharing

Voidpop (Slackulator) SAN FRANCISCO, CA *Software Developer* 2011-03 — 2012-03

Software for hire and independent product development. Designed and shipped Slackulator, which reads a twitter stream and estimates the amount of time required to read it. (Currently defunct.)

Linden Lab (Second Life) SAN FRANCISCO, CA *Software Engineer* 2007-06 — 2010-07

Helped the virtual world Second Life give several million residents a good experience by working on backend system infrastructure software. Helped:

- o Scale, stabilize, and simplify code in real-time distributed systems (web services, caching, SQL)
- o Research, analyze, and report on data-intensive systems and problems, i.e. network latency
- o Migrate a 200+ person team to the cross-platform build system CMake
- o Develop and support an internal platform for automated software testing
- o Debug and patch issues (internationalization, data loss, security, etc) found on Mac OS X, Linux, and Windows using many languages (C/C++, python, PHP, perl, bash / bourne shell, etc.)

BDNA MOUNTAIN VIEW, CA *System Discovery Engineer* 2005-04 — 2007-05

Worked on BDNA Inventory. Wrote software (mostly perl) to communicate with operating systems & servers via many protocols to inventory hardware and software. Clients include Motorola, Kaiser Permanente, and US Navy.

University of Michigan - AI Lab (SOAR) ANN ARBOR, MI *Research Assistant* 2004-09 — 2005-03

Worked under Prof. John Laird converting the java SOAR editor VisualSOAR to an Eclipse plug-in. Assisted with Mac OS X port of SOAR.

High Voltage Software HOFFMAN ESTATES, IL *Programming Intern* 2002 Summer

Wrote a cross-platform Codewarrior / Microsoft Visual Studio build tool (Sony Playstation 2 "Hunter: Wayward" and Microsoft Xbox "Hunter: Redeemer"). Created DVD layout and demo disc (Xbox "NBA Inside Drive 2003").

Education

University of Michigan ANN ARBOR, MI *BS Computer Science* Graduated 2004

Curricular: Artificial Intelligence, Game Development, Graphics. Extracurricular: Wolverine Soft Game Dev (President 2002 & 2003), Siggraph, Entity Digital Arts, UMich-MUG, BUNAC

Projects and Code

- Personal: <https://github.com/pauloppenheim>, <https://bitbucket.org/pauloppenheim>, <https://pauloppenheim.com/projects/>, and <https://pauloppenheim.com/portfolio/>
- LiveLoop: <https://github.com/pauloppenheim-liveloop> and <https://bitbucket.org/pauloppenheim-liveloop>
- Linden Lab: https://bitbucket.org/poppy_linden, http://wiki.secondlife.com/wiki/Special:Contributions/Poppy_Linden, and [commit search poppy@lindenlab.com](http://commitsearch.poppy@lindenlab.com)

Hobbies

Snowboarding, DJing & music, software, privacy, personal informatics / "quantified self", video games, existential angst

☛ References furnished upon request. ☚