



Andrew Svoboda

<http://andrewsvoboda.me>
svoboda.andrew@gmail.com

EDUCATION

UNIVERSITY OF WATERLOO
Honours Computer Engineering
Grad. June 2015 | Waterloo ON

CORE SKILLS

PROGRAMMING

golang • Python • Java
Powershell • bash

UTILITIES

git • docker
terraform • packer • AWS
nomad • vault

OS

Linux • Windows

COURSEWORK

Operating Systems
Distributed Systems
Embedded Software
Algorithms
Compilers
Database Systems
Computer Networks
Programming for Performance

LINKS

Github:// [asvoboda](#)
LinkedIn:// [Andrew Svoboda](#)

HOBBIES

Homebrewing Beer
Hackathons
Baking Bread
Rock Climbing
Coding and Breaking Things
Reading and Murder Most Foul
Cycling
Drawing and Painting
Analog Photography and Film
Development

PERSONAL OBJECTIVES

- Build systems and services that are reliable and stable, with excellent user experience
- Reinforce and continue to develop high quality Software Engineering skills
- Work on technically challenging and rewarding projects

EXPERIENCE

PALANTIR | Software Engineer

Sept 2018 - Present | London, UK

- Create and ensure developers have a reliable and stable foundation for which to build, test and deploy their software
- Collaborate with developer teams to find gaps in service offerings in order to develop and deploy new services and tooling to improve efficiency and productivity
- As an engineering manager, focused on building and running a high quality team of individuals who work on developer productivity problems

Sept 2015 - Sept 2018 | Palo Alto, CA

- Automating highly available and redundant services on top of AWS and **Nomad** with a focus on Infrastructure as Code using Terraform and Packer
- Primary architect and maintainer of highly available, fully automated multisite Splunk deployment indexing 4TB/day
- Refactored single region deployment of artifact content system to a multi-region and geo-aware configuration

PALANTIR | Simulation Software Engineering Intern

Sept 2014 - Dec 2014 | Palo Alto, CA

- Implemented and helped to design concurrent testing strategy for automation of installation across multiple disparate product services
- Contributed to implementation of deployment automation for product teams by providing packaging and publishing Gradle tasks

WORKMARKET | Serious Software Engineering Intern

Sept 2013 - Dec 2013 | New York, NY

- Actively maintained the platform, fixing numerous bugs and issues while pushing new features to production daily
- Created infrastructure for push notifications on the back-end system and modified the iOS and Android mobile clients to support push notifications
- Updated build and deployment system to be more reliable and robust
- Upgraded internal infrastructure for monitoring application performance and health