

# Brodie Kurczynski



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Laguna Niguel, California

## SENIOR SOFTWARE ENGINEER

Highly motivated backend software engineer with more than 11 years of total industry experience spending the last 7 years developing scalable cloud native services. An evangelist for writing high quality code that is both clean and reusable as well as advocating for software development best practices that leverage automation extensively. Passionate about learning new technologies and methodologies in order to improve the software development life cycle.

## TECHNICAL SKILLS

### Languages



### Platforms and applications



### Tools



## EDUCATION

**California State University San Marcos**  
**M.S. Computer Science** August 2011 – May 2013

Thesis on information retrieval and coreference resolution using bio-medical records

**B.S. Computer Science** August 2006 – May 2011  
Core computer science courses; minor in physics

## RECENT WORK EXPERIENCE

### PlayStation – Aliso Viejo, CA

Senior Software Engineer

April 2023 – March 2024

Java Go Kubernetes SQS GNU/Linux

Led microservice design and implementation on a cross functional team to manage next generation cloud gaming data

- Facilitated asynchronous deletion of game save data for object and block storage in near real-time
- Created scalable services to handle requests for millions of users by implementing queues and message brokers
- Advocated for container development best practices and mentored team members on the best way to apply them

### Software Engineer

February 2020 – April 2023

Java Python Go Kubernetes Kafka GNU/Linux

Integrated in a cross functional team to build features and maintain microservices for cloud gaming storage

- Coordinated the migration of over 10 petabytes of binary save data from local to regional storage
- Resolved concurrency deadlock that reduced application shutdown times by 90%
- Updated service functionality to replicate JSON metadata to data centers across the world via message brokers

### Las Cumbres Observatory – Goleta, CA

Software Engineer

April 2017 – February 2020

Java Python Go Kubernetes GNU/Linux

Part of an agile team with close-knit engineers responsible for developing and maintaining a global telescope network

- Developed a RESTful interface enabling services to interact with telescope control system configuration
- Led the developer effort of migrating over 100 applications from virtual machines to Kubernetes
- Created a web interface with databaseless authorization to allow for remote control of telescopes
- Containerized antiquated deployment systems resulting more efficient continuous end-to-end testing

### Neustar – San Diego, CA

Software Engineer

September 2014 – April 2017

Java Python Bash C++ GNU/Linux

Developed entity resolution software to produce data sets for enterprise customers

- Ported legacy software to effectively use modern big data frameworks across millions of records
- Reduced legacy application debugging time by 60% through refactoring
- Built out an ETL pipeline that integrated numerous applications to curate millions of PII records