

# ALEX EHRNSCHWENDER

## SOFTWARE ENGINEERING LEADER

SAN FRANCISCO, CA

## CONTACT

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## PROFILE

Bay Area based engineer with a passion for leading technical projects and delivering rich consumer experiences.

## EXPERTISE

### Languages

C#, Golang, Python, Java, Scala, Typescript

### Frameworks & Technology

.NET, gRPC, GraphQL, Django, Akka, Lambda, React, Next.JS

### Databases

Postgres, MySQL, Redis, DynamoDB, MongoDB, Kafka, SQS, Athena, RabbitMQ, Zookeeper

### Infrastructure

AWS, GCP, Kubernetes, Terraform, Docker, CircleCI, Jenkins

## INTERESTS & HOBBIES

Electric guitar, open source, piano & synthesizer, concerts and live events, video games.

## EDUCATION

### BS, Systems Engineering

University of Virginia | 2006 - 2010  
Engineering Business Minor

## EXPERIENCE

**Principal Engineer & Tech Lead - Flymachine** (closed 04/2023)  
09/2022 - 04/2023

Led architecture and development across engineering, including:

- C# .NET gRPC domain services & GraphQL API
- AWS/Terraform/Gitops infrastructure (EKS Kubernetes, RDS Postgres, MSK Kafka, DynamoDB, Elasticache Redis)
- EMR data pipeline jobs & Athena data lake
- HLS video ingestion, transcoding, and CDN delivery
- Realtime interactive sessions & chat (WebRTC, Firebase, SignalR)

**Director of Engineering - Flymachine** (closed 04/2023)  
09/2020 - 09/2022

- First engineering hire at a livestreaming and ticketing startup focused on concerts and virtual fan interaction.
- Grew the team remotely to 15 full-time engineers plus offshore contract teams as we gained traction and secured funding.
- Developed from a simple watch-party PoC into a robust platform serving over 25 client venue organizations across the US & Canada and just under 100K music lovers globally.
- Responsible for engineering architecture, technology & vendor evaluation, deploy/release automation, data & reporting, monitoring, CI & tooling, loadtesting, on-call support, and QA.

### Senior Software Engineer - Unity Technologies

11/2019 - 09/2020

- Led development of privacy services in Go on GCP, including a fully automated data disclosure system.
- Architected Gamer ID federation graph and signal mapping services for Unity Ads business.

### Senior Software Engineer II - Eventbrite

09/2017 - 11/2019

- Built high-traffic Python (Django) microservices for self-service event management and ticketing.
- Consolidated checkout flows by integrating features into a single, API-driven order service.

### Sr. Software Engineer - Ticketfly (acquired by Eventbrite)

07/2015 - 09/2017

- Developed Scala & Java microservices to serve live event ticketing solutions.
- Built a new barcode & device sync system to serve iOS scanning devices deployed across large US festivals.
- Tech lead in team of 6 engineers for Ticketfly Attendee mobile app release (500K installs, 6K DAU).

### Game Server Engineer - DeNA West / ngmoco:)

11/2013 - 05/2015

Developed distributed online game servers in Node.js and Scala (Akka) for several popular mobile apps (Transformers Legends, Marvel Mighty Heroes)

### Lead Front-End Engineer - TastemakerX (acquired by Rdio)

09/2012 - 11/2013

Led client-side development for music discovery web and Spotify apps

### IT Leadership Program - GE Energy

06/2010 - 08/2012