ALEX EHRNSCHWENDER

SOFTWARE ENGINEERING LEADER

SAN FRANCISCO, CA

CONTACT

alexanderscott46@gmail.com

LinkedIn | Website | Github

PROFILE

Bay Area software engineer with a penchant for leading technical projects and delivering rich consumer experiences.

EXPERTISE

Languages

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

Frameworks & Technology

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

Datastores

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

Senior Software Engineer - Atlassian

08/2023 - present

Developing managed streaming services built on Kafka and Flink for customers as part of the Data Exchange Platform team.

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 and directly oversaw full-time internal engineers and external contractors across 3 project teams.
- 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)