☕Lucien Eckert

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Mountain View, CA.

Work Experience

Software Engineer, Stairwell. *Sunnyvale, CA.*   Feb 2024 - Present
- Maintained a set of Go microservices on the Infrastructure team, primarily focused on the ingestion, indexing, and retrieval/querying of file info with strict SLOs in a cybersecurity context.
- Refactored and improved our test suites to reduce flakes and decrease median time-to-merge by 5x.
- Centralized our search functionality in a query mixer, supported by multiple backends implemented with Cloud Spanner, Elasticsearch, and Bigtable.
- Facilitated several zero-downtime migrations of critical systems, including our auth and permissions service.
- Contributed to an on-call rotation, reducing toil, improving monitoring, and writing robust postmortems.
- Led the project to instrument our entire system with distributed tracing using OpenTelemetry, along with a self-hosted Grafana Tempo backend in Google Kubernetes Engine.

Platform Engineer, Emerald Cloud Lab. *Remote.*   June 2023 - Jan 2024
- Worked as a backend engineer on the Platform team, maintaining a large database and various internal web services that support the cloud laboratory and development processes of scientists.
- Implemented optimized and well-documented API endpoints using Go, to enable faster retrieval and registration of scientific data for common experimental procedures.
- Designed and implemented an orchestration system for Mathematica kernels hosted in AWS Fargate.
- Incorporated a custom linter for scientific Wolfram Language code as a CI check on pull requests, using GitHub webhooks and Python serverless runners.
- Contributed to an on-call rotation to triage and fix critical issues during the 24/7 operation of the lab.

Software Developer, AI Learners. *Remote.*   Jan 2021 - Dec 2022
- Worked as a full-stack developer building a modular framework for math and logic web games using React and TypeScript, eventually supporting over 55 different games with a focus on inclusive design.
- Adopted the additional role of a project manager for one summer, planning projects and timelines, and coordinating tasks between other developers in a remote work setting.
- Ensured compatibility with assistive technologies like screen readers, adhering to WCAG standards.
- Practiced end-to-end testing with Cypress to implement robust front-end components compatible across browsers and responsive for both mobile and desktop devices.

Teaching Assistant, Cornell University Computing and Information Science. *Ithaca, NY.*   Feb 2021 - May 2023
- Assisted with instructing and grading for Introduction to Computer Game Development, and Introduction to Design and Development for the Web.
- Facilitated lab sessions of up to 30 students, held office hours, and communicated technical concepts to students learning Java, JavaScript, HTML/CSS, and user-centered design concepts.

Education

Cornell University, College of Arts and Sciences, *Ithaca, NY.*
- Master of Professional Studies in Information Science, Graduated May 2023. GPA: 4.0.
- Bachelor of Arts in Information Science, Graduated December 2022. GPA: 3.9, Dean's List.

Relevant Coursework: Advanced Game Development, Functional Programming, Object-Oriented Programming, Data Structures, Data Science, Machine Learning, Natural Language Processing, Computer Vision, Web Design & Development, Human-Computer Interaction Design, Introduction to Rapid Prototyping.

Technical Skills

- **Programming**: Proficient in Go, Python, TypeScript, Java, SQL. Experience with Rust, C#, OCaml, C++.
- **DevOps**: Proficient in Git, Prometheus, Grafana. Experience with Bazel, Docker, Temporal, Spinnaker.
- **Cloud**: Proficient in Kubernetes, Terraform, GCP (Spanner, Bigtable). Experience with AWS (Lambda).
- **Web Development**: Proficient in HTML, CSS, React, Vue. Experience with PHP.
- **Data Science**: Proficient in NumPy, pandas, R, scikit-learn. Experience with PyTorch.