

# ANDREW STUCKI

SENIOR SOFTWARE DEVELOPER  
(a.k.a Professional Googler)



## WORK

Present  
|  
Mar '18

### Senior Rails Developer Drip

📍 Minneapolis, MN

Core developer on an automated email service provider platform. I've been able to get my hands dirty in a wide variety of areas since joining Drip.

On the customer feature side, among other things, I've implemented GDPR compliance features baked into our platform, written plenty of Node, Elm, Go, and Ruby while helping create our platform's mobile-friendly visual email builder and its supporting rendering pipelines, and built out the underlying engine for our e-commerce to email revenue attribution and their corresponding revenue dashboards.

Internally, I've spear-headed and productionized our Docker-based microservice platform that leverages ECS and terraform, created an ETL stream-processing pipeline and supporting libraries to offload data into Amazon Redshift for better analytics performance, and contributed new features to open source projects like Traefik to better support our infrastructure. I'm now helping start up a team to handle the complexities of our core email delivery, including automated tiered IP pool management.

On the people side of things, I've educated our engineers and customers on the ins-and-outs of email authentication and security, shepherded the company's adoption of Go as an in-production language, helped change and normalize our engineer hiring and screening process, and have helped our engineering lead more than double the size of our team since starting.

Mar '18  
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Jul '17

### Software Engineer Seed

📍 Minneapolis, MN (telecommute)

API and platform developer for a mobile-banking start-up focused on making the lives small business owners easier. Spear-headed a number of development efforts including an infrastructure overhaul, implementing a scalable event-store, and designing and abstracting internal libraries for both security and cloud-provider independence.

Jul '17  
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Jun '14

### Software Engineer GovDelivery (now Granicus)

📍 Saint Paul, MN

Core developer for a small development team responsible for producing and supporting SaaS applications used by municipal, state, and federal governments to effectively communicate with the general populace. After helping architect and implement two of their most recent greenfield applications, I became the technical lead for a cross-functional infrastructure team charged with designing a self-service, multi-datacenter internal PAAS system built on top of hybrid cloud systems.

Apr '14  
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Jun '13

### Law Clerk Hennepin County Public Defender

📍 Minneapolis, MN

Extensive legal research and motion filing for adult felony cases in the Fourth Judicial District. Representation of indigent clients with charges spanning from drug violations to first-degree murder.

Oct '12  
|  
Jul '12

### Software Engineer Aspera, Inc. (acquired by IBM)

📍 Minneapolis, MN (telecommute)

Developed plugins for Jenkins in order to tame upstream dependency management for Aspera's custom build system. Created a cross-platform, easily extensible automated installation framework written in Ruby for use in GUI-based installation smoke testing.

Jun '11  
|  
Apr '10

### Software Engineer Aspera, Inc. (acquired by IBM)

📍 Emeryville, CA

Developer for internal systems and systems administrator. Responsibilities included:

- Building a custom data warehouse
- Building a custom build dashboard
- Automated system monitoring
- Cross-compiler toolchain development
- Internal version control security
- RPM/deb/MSI packaging



## EDUCATION

May '14  
|  
Sep '11

### Juris Doctor University of Minnesota Law School

📍 Minneapolis, MN

Recipient of Dean's Scholarship. Focus in Criminal Defense.

Dec '09  
|  
Sep '05

### BS Electrical Engineering & Computer Science University of California, Berkeley

📍 Berkeley, CA

Focus in analog integrated circuits and device physics. Minor in Physics.

## CONTACT INFO

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## OPERATING SYSTEMS



## LANGUAGES



## FRAMEWORKS



## TECHNOLOGY



## INTERESTS

Static compilation  
Distributed systems  
Stream processing

*"Programs must be written for people to read, and only incidentally for machines to execute."*

-Harold Abelson (SICP)