

Blake Beaupain

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Senior Software Engineer

Learner, problem solver, and engineer, with passion for creating and shipping products that users care about. Proven experience in architecting highly scalable, fault-tolerant, and maintainable systems in the cloud and on-prem. I find fulfillment by bringing my skills to a table full of talented people and working together to solve problems and build things that matter.

Skills: Java, Spring, Quarkus, Machine Learning, AWS, Heroku, Golang, Rust, Kafka, C, Kotlin, TypeScript, JavaScript, Node.js, React, Python, Ruby on Rails, C#, SQL, Relational Databases, Docker, Kubernetes, Terraform, HTML, CSS, Linux, GraphQL, Graph Databases, On-prem Server Deployments, Distributed Architectures, ETL Stacks, Batch Processing

Senior Software Engineer - Nacelle (2022 - Present)

- Designed and implemented a net-new set of services using Go and gRPC to track and publish system events across a highly decoupled stack of microservices.
- Worked directly with C-level executives to help design, plan, and execute a major overhaul to a core customer-facing data ingestion system built with TypeScript, Kafka, and RESTful APIs.
- Built a replacement for a core piece of data ingestion infrastructure, reducing lines of code from 50,000 to less than 1,000 and improving performance by nearly 10x.

Open Source (2010 - Present)

- Created a low-level library that makes Linux io_uring functionality available to Java using JNI and C, allowing for extremely high performance networked applications.
- Built a small but functional web server library that utilizes the aforementioned io_uring project to achieve impressive HTTP benchmarks in Java, outperforming all other Java libraries tested.
- Maintainer of khttp, a simple http library for Kotlin with nearly 500 stars on GitHub.
- Built and released Votifier, an open-source project for Minecraft servers with over 100 forks on Github and 500,000 downloads.

Architecture & Development Consultant - Slalom LLC (2017 - 2022)

- Worked across multiple teams to build services in AWS Lambda and Java to handle several hundred thousand concurrent players for the online game Crucible at Amazon Games Studios.
- Built the back end of a new customer facing image generation microservice for Amazon Web Services. Made with Java, Spring, AWT, Git, JUnit, PDF, and SVG.
- Part of a small squad that designed and implemented a feature in Java and Kotlin which tailors the Expedia hotel search experience to users individually, boosting conversions by more than 15% in under 12 weeks - the highest of any recorded squad at the time.
- Assisted Expedia in migration of a core HTTP routing service in 6 weeks with no customer impact, reducing licensing fees by nearly \$500k annually.

Founder / Developer - Vex Software Corporation (2010 - 2019)

- Developed and ran a website built with Ruby on Rails that previously served more than one million unique users per month. Built high performance backends using non-blocking I/O with the Netty framework in Java.

Software Engineer - Marketly LLC (2015 - 2017)

- Cooperatively designed, developed, and operated a distributed ETL stack built in C# backed by Redis and MySQL on colocated hardware; which scrapes data from webpages and APIs, utilizes a custom machine learning model built with Python, Flask, and scikit-learn to classify websites, and feeds information into a Neo4J graph database to identify high-value targets for copyright litigation.
- Used Ruby on Rails, jQuery, and Bootstrap to develop client-facing web portals and APIs. Designed and developed a scalable RESTful API with Ruby, Sinatra, PhantomJS, and AWS S3 to capture any website to PDF or PNG.