

Brian Picciano
Senior Systems and Backend Programmer
University of Florida 2013 · BS Software Engineering · Mathematics Minor

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github.com/mediocregopher
blog.mediocregopher.com

8 years of experience across backend systems, databases, and application development. Passionate about clean code, good documentation, and open source.

Extensively experienced with:

Go, Erlang, Lua, Bash, PHP;
Nginx, Redis, Mongo, Cassandra/BigTable;
Ansible, ELK stack, CentOS/RHEL, Archlinux, GCE.

Familiar with:

Ruby, Python, C, Javascript;
MySQL/MariaDB, Prometheus/Grafana, Chef;
Ubuntu/Debian, CoreOS, AWS, Kubernetes/Docker.

Admiral

May 2015 - January 2018

Co-Founder

Senior Backend Developer

getadmiral.com is a platform to help publishers analyze and recover revenue being lost due to adblocking users.

- Wrote a custom analytics platform in Go, using Google BigTable as backing store and Redis/Mongo as aggregation caches. Handled a global load of >27 million new rows an hour, with up-to-the-hour analytics for all customers.

- Implemented a custom, dc-aware service discovery system for our microservices based app, using Etcd & SkyDNS. Included health checking, metrics, rolling-restarts, and more.

- Designed Go-based framework for implementing microservices which automatically handled configuration, logging, health checks, metrics, RPC/service discovery, and more.

- Implemented an internal RFC process for new product features and maintained the internal technical documentation wiki.

- Contributed to designing and implementing the provisioning/deployment system using Ansible, and began work on migrating to Kubernetes.

Grooveshark

Senior Systems Engineer (from intern)

2010 - Apr 2015

Grooveshark was a web-based music streaming site in the same vein as Spotify.

- Wrote client-to-client communication server in Erlang (with Redis backend) which served as the backbone of the Broadcasts feature, where users host their own radio-like channels, complete with voting, real-time chat, and moderation.

- Designed and implemented Feeds feature using PHP and Mongo, where users could see the recent listening activities of their friends in a Facebook-like feed.

- Managed and fine-tuned LAMP stack, as well as oversaw migration from Apache to nginx/php-fpm. Maintained complex nginx setup, including use of the lua-scripting module on some domains.

- Wrote and maintained the deployment scripts for frontend code, and contributed significantly to the Chef-based provisioning system.
- Initiated and oversaw the migration of frontend devs from using a shared development server to individual Vagrant setups.

Open-Source/Personal Projects

github.com/mediocregopher contains all public work. Most of it is throw-away projects, but listed here are a few which are actively developed and much loved.

- Author of one of the recommended Redis drivers for Go, [radix.v2](#), and its much improved sequel, [radix/v3](#).
- Author of [mediocre-go-lib](#), a Go framework used for personal projects and similar in style to the one written for Admiral.
- Main contributor to [okg](#), a simple, fast, and scalable job server written in Go and backed by Redis. Used at both Grooveshark and Admiral for extremely high-throughput loads.
- Author of small art projects such as [viz](#) and others featured at blog.mediocregopher.com, mostly written in Clojure.

Outside of work

- Rock climber and backpacker.
- Organizer of the [Dumbathon](#), an annual hackathon of sorts.
- Competitive Super Smash Bros. Player.
- Attained 100% completion of Super Meat Boy video game.