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| Profile Picture  **Michael Barlock**  Staff Software Engineer // Contact Website   |  | | --- | | [https://barlock.io](https://barlock.io/) |   GitHub   |  | | --- | | [barlock](https://github.com/barlock) |   LinkedIn   |  | | --- | | [/in/barlock](https://www.linkedin.com/in/barlock/) |  // Education University of North Carolina,  Chapel Hill   |  | | --- | | B.S. in Computer Science  Minor in Entrepreneurship/Music |  // References Available on Request |  | // About Me  |  | | --- | | I'm a design-curious, full-stack software engineer with a heavy focus on maximizing impact through intuitive, seamless experience design. I build high-quality, performant, secure, and maintainable cloud-native applications that delight users across industries.  I love mentoring and teaching others to learn from and elevate those around me, barbecue, home automation, and ringing chords with my barbershop quartet. |  // Experience  |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | | | Senior Software EngineerDropbox | Replay | Dec 2023 – Oct 2024 | |  | * Lead design and delivery of features and optimizations for Replay with scope spanning multiple teams and engineering-partners * Optimized build and deployment times saving $300k/year in developer productivity and reduced time-to-deploy to under 5 min (from over 30). * Worked cross-functionally with design and product to solve problems without over-engineering * Introduced an improved testing culture with Playwright, freeing developers from manual QA, and improved unit test coverage by 20% * Improved page load times by 3s by implementing caching, backend optimization and tracing, and improved loading waterfalls   **Stack**: Typescript, Python, React, Playwright, AWS, gRPC, Bazel | | | | |  |  | | | | | Profile Picture | | | Staff Software EngineerSHOWRUNNER | May 2022 – Sep 2023 | |  | * Developed from scratch, an [award-winning](https://reelchicago.com/article/showrunner-wins-product-of-the-year-at-nab/) filmmaking platform that connects physical sets with Unreal Game Engine with WebRTC real-time video streaming * Architected end-to-end pipeline for building and deploying web and native apps with local and remote control * Led Agile engineering org and facilitated continuous releases with collaboration from product and design   **Stack**: Typescript, React, GitHub Actions, WebRTC, GraphQL, Ionic, Unreal Engine | | | | |  |  | | | | | IBM Partner | Cognizant | | | Architect / Senior Software EngineerIBM | Watson AIOps • Slack@IBM Partnership | Jul 2019 - May 2022 | |  | * Architected MLOps platform, enabling low-code AI app development * Open source improvements to Slack's own [developer tools](https://github.com/slackapi/bolt-js/pulls?q=is%3Apr+sort%3Aupdated-desc+is%3Aclosed+author%3Abarlock) and [bot tooling](https://github.com/IBM/slack-wrench) to simplify infusing AI into Slack bots * Evangelized “inner source” and built Python K8s operator framework * Designed and implemented a SOC 2 compliant AWS deployment * Led engineering, DevOps, and certification efforts for 30+ person product team   **Stack**: Typescript, Python, AWS, gRPC, OpenShift, Jenkins, Terraform | | | | |  | | |  |  | | Profile Picture | | | Senior Software EngineerConsensys | Aug 2018 - Jul 2019 | |  | * Built tamper-resistant, distributed, static websites ([consensys/web3studio-soy](https://github.com/ConsenSys/web3studio-soy)) * Created the [first music NFT](https://github.com/ConsenSys/web3studio-bootleg) that pays back royalties to artists. Custom dApp, ERC712 contract extension deployed to Ethereum main-net.   **Stack**: Solidity, Ethereum, React, IPFS, Smart Contracts, Web3 | | | | |  |  | | | | | LifeOmic Precision Recovery Software Reviews, Demo & Pricing - 2024 | | Senior Software EngineerLifeOmic | JupiterOne | | Feb 2018 - Jul 2018 | |  | * Built HIPAA-compliant continuous CI/CD pipeline to AWS using Terraform and Docker * Worked cross-company and discipline to create a shared design system * Led Agile frontend team for JupiterOne   **Stack**: Typescript, React, Terraform, AWS, GraphQL, Docker, Jenkins | | | | |  |  | | | | | IBM Partner | Cognizant | | Senior Software EngineerIBM | Slack@IBM, Storefront, Service Engage | | Jul 2013 - Feb 2018 | |  | * Led transformation effort and rolled out Slack, GitHub, and TravisCI to 400k IBMers * Taught modern practices through conference-like talks and hackathons worldwide * Used resilience engineering to ensure uptime and led internal and held cross-company learning reviews (post-mortems) with vendors * Developed Slack bots to automate internal processes   **Stack**: Node.js, React, TravisCI, IBM Cloud, NewRelic, Java | | | | |