

Brendon Daugherty
UCLA 2019 | San Francisco, CA 94117 |
bkdaugherty.github.io

Purpose: Looking to work on intellectually stimulating projects with high software quality.

Education

University of California: Los Angeles

Bachelor of Science in Computer Science
Magna Cum Laude, Dean's Honor List,
Upsilon Pi Epsilon, Eta Kappa Nu IEEE, Tau Beta Pi

June 2019
GPA: 3.8/4.0

Relevant Skills / a non-exhaustive list of Buzzwords

Software Engineering
GNU/Linux, Rust, C++,
Python

Data Science / AI
Python (Numpy, Pandas, etc.),
Scala, Spark

Web/App Development
Javascript, Nodejs, React,
React Native

Work Experience

NCX: Data Engineer

May 2022 - Present

- Piloted new compute workflows to move the team off from legacy Hadoop pipelines to Spark
- Migrated tooling and pipelines from using blob storage to structured tables to increase resilience to schema changes and unlock business insights.

Facebook: Production Engineer

Sep 2019 – Sep 2021

- Assisted in the reassignment of millions of machines to new services to more efficiently spread our infrastructure, reducing the risk of potential service outages, and decreasing the required number of machines the Facebook fleet needed to operate successfully.
- Designed and maintained data pipelines and visualizations tracking a core rollout involving 20-30 engineers to better quantify progress towards milestones, and inform tactical decisions.
- Co-authored "RAS: Continuously Optimized Region-Wide Datacenter Resource Allocation" a paper presented in the ACM Symposium on Operating Systems Principles (SOSP)

Playstation's Santa Monica Studios: Tools Programmer Intern

Summer 2018

- Automated deployment, of internal support services.
- Extended engine crash handler to export save files, and scripting callstacks to better analyze and reproduce errors in production reducing engineering time required to debug an issue.

Apple: FileMaker Software Engineering Intern

Summer 2017

- Developed the FileMaker Internal DevOps (FIDO) Chat Bot to increase team productivity by caching frequently asked questions, and by providing queryable status updates for management.
 - Built automated test frameworks, increasing developer productivity and software quality while reducing developer toil.
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Community Impact

Teaching and Tutoring CS

- At UCLA I tutored students both as a part of the honor's societies, UPE, HKN and TBP, as well as as a Learning Assistant (similar to TA).
- In collaboration with the Coding School, I taught introductory computer science classes at various middle schools in Santa Monica.

Some Fun Facts

About Me!

- I love free software (especially emacs), type systems (especially Rust), and solving complex problems
- I love playing bass, snowboarding / skiing and daydreaming in the sun.