Brit Butler

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https://github.com/kingcons/
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Work Experience

June 2024 – Present
Engineering Manager — InvestNext
I was the EM for a Series A startup, managed 6 reports, automated migrations and deployments, formalized interview processes, and created processes for sustainable and timely management of support tickets.

January 2022 – May 2024
Engineering Manager — Calendly
I was the EM for 3 squads totaling a dozen direct reports, hiring half of those engineers to scale the squads. I oversaw the delivery of work such as our Calendly Analytics product, Self-Service Data Deletion, Activity Log, Calendar Service extraction, and Identity Service extraction. I consistently advocated for addressing tech debt whether through reviving the App Design guild, talking with product about sunsetting our Teams feature, or driving work to simplify the ownership model around our core data type. I improved internal communication to empower engineers, from a living document in Confluence for tracking Feature Ownership, to recurring weekly meetings with myself and Staff Engineers to unblock squads on Service Extraction, to running an annual Advent of Code channel encouraging engineers to have fun solving problems and trying new design patterns.

September 2019 – December 2021
Senior Software Engineer — Calendly
I wrote implementation plans and guided development for features such as the Share Modal, One-off Meetings, Double Booking Rules, and Reserved Times. I founded the Flamingo squad and acted as Team lead, running all agile ceremonies, coordinating with the PM around estimates and roadmap decisions, and coordinating the division of work on the squad. I participated in over 100 interviews and hiring panels as the org scaled. I served as an onboarding buddy to multiple junior and mid-level engineers. I organized and ran a Book Club to learn Rust that led to a half dozen engineers gaining proficiency.

October 2018 – September 2019
Lead Instructor — Flatiron School
I taught 80+ full-time students Ruby/Rails and React while managing and mentoring TAs. I developed bonus lectures and additional curriculum on unit testing, test coverage, and refactoring. I participated in internal discussions to improve our assessments and developed custom plans for struggling students.

June 2017 – October 2018
Senior Software Engineer — Showcase IDX
I took over Backend duties and DevOps for a Real Estate Search startup powering over 1000 websites and helped scale the system to 1M+ page views a day. Major initiatives included moving the postgres instance from kubernetes to a dedicated Cloud SQL instance, writing a migration tool for customers on the legacy version of the product, improving the ingestion of data from MLS listing feeds, rebuilding the Elasticsearch cluster after a canary deploy went wrong, optimizing queries on our 30M+ record leads table, and other assorted production work. I did some "Programmer Archaeology" to relearn how to deploy the legacy system and switched it to using LetsEncrypt for SSL. Since I was the sole ops engineer, I thoroughly documented the architecture, its performance characteristics, and some gotchas before leaving.

December 2014 – May 2017
Lead Instructor — The Iron Yard
I taught immersive, full-time courses in Backend Engineering using Ruby/Rails and Frontend Engineering using Javascript/Angular. I was promoted to Lead Instructor after 6 months. As an instructor, I iterated on curriculum, lectured, graded assignments, and worked 1-on-1 with students during lab time. As a lead, I mentored a dozen new instructors at different campuses and served as a resource for classroom issues, struggling students, and other problems.

May 2013 – October 2014
Software Engineer — Emcien
I worked on several data analysis products written in Ruby/Rails and C. I added allocation tracking machinery to a modern 20k SLOC C project to aid in finding memory leaks and reducing the overall memory footprint. I took over maintenance of a legacy product, Mix, migrating from Ruby 1.8.7 to 1.9.3 and overseeing numerous point releases. I also contributed substantial work to the primary product, Patterns, including the report download builders and storing report attributes in SQL shards.

Passion Projects

2021 – 2023
Author advent-of-code

For the past several years, I have enjoyed participating in Advent of Code and organizing a group internal to my job to work through problems as well.

On an group level, the purpose is not to compete but to remember the joy of solving tricky problems and encourage discussion among engineers about different approaches.

On an individual level, I enjoy writing clean, readable solutions, with automated benchmarking and documentation generation shown in the site linked above.

May 2019 – December 2019
Author rawbones

Rawbones is an NES emulator written in ReasonML and compiled to Javascript. It currently powers a React-based frontend (also in ReasonML) written in collaboration with my dear friend James Dabbs. That frontend is called epiderNES and can be seen in action here.

I later implemented another NES emulator in Common Lisp incorporating some lessons from Rawbones around how synchronization between the CPU and PPU was performed. I streamed most of the implementation work on Twitch to about 60 folks and have recordings that I need to upload.

July 2018 – November 2018
Author study-group

I have organized and led an SICP study group for myself and former coworkers and students. In addition to providing code feedback, I prepare the schedule, a meeting location, and host weekly discussion both online and in person.

November 2014 – September 2017
Author salty-runbooks

A set of Ansible playbooks to better familiarize myself with configuration management and help automate the setup and administration of my personal servers. It includes roles for retrieving SSL certificates with LetsEncrypt, setting up Postfix as a mail server, running an IRC bouncer, a blog generated with Lisp and served by nginx, and various web applications written in PHP, Python, and Node for streaming music and hosting media.

August 2012 – November 2014
Author coleslaw

coleslaw is static blogware a la Jekyll, written in Common Lisp. It supports publishing via git push, markdown with code highlighting extensions, extensible content types, theming, and plugins for additional functionality. It is also a good example of Object Oriented Programming in Lisp. Since "you are what you document" there is a thorough Hacker's Guide to Coleslaw explaining its internal design in addition to documentation of the Plugin API and extensions.

May 2011 – May 2014
Author cl-6502

cl-6502 is a MOS 6502 emulator, assembler, and disassembler written in Common Lisp. Inspired by Luke Gorrie's call for "Readable Programs" there is an annotated book of the source code. Some of the motivations behind cl-6502's creation are described here. There is also a recorded talk on the project and related ideas called "On Programmer Archaeology".

Education

January 2009 – May 2011
B.Sc. in Computer Science Southern Polytechnic State University

Skills

Programming Languages (intermediate): Common Lisp, Python, Ruby, Javascript
Programming Languages (novice): C, Scheme, Haskell, Factor, Elisp, Clojure
Markup Languages: HTML, CSS, SASS, LaTeX
Operating Systems: Mac OS X, Windows 3.11-7, Various Linux distributions esp. Debian, Archlinux, Guix
Preferred Tools: Emacs, Git, Steel Bank Common Lisp, Debian

Interests

When I'm not in front of my computer, I like to make cocktails, spend time with my partner and our goofy dogs, play Smash Brothers Melee, and noodle on a modular synth. As far as Comp Sci topics, I am fascinated by the implementation of dynamic, reflective languages such as Lisp and Smalltalk and the careful interplay between compiler and runtime to make them fast.