

me **brian james tarricone**
san francisco, california – brian@tarricone.org – <http://spurint.org/> – [@kelnos](https://twitter.com/kelnos)

experience **Twilio, Inc.** san francisco, california
principal software engineer (10/2014-present) – Working for Twilio's head of product to independently build MVPs of experimental products to test in the market. Defined, built, and launched Twilio's Programmable Fax product. Created the first version of Twilio Wireless in six months, suitable to demo at Twilio's developer conference and to onboard initial preview customers. Afterward, assembled a team of four engineers in order to harden it and flesh out remaining features.
technical lead (9/2011-10/2014) – Served as tech lead for the Twilio Client team, helping grow the team to six people. Led architecture, design, and implementation for global low-latency audio for Twilio Client Mobile and WebRTC, as well as various quality and monitoring improvements for its distributed cloud infrastructure. Inherited, maintained, and improved several orphaned parts of the company-wide infrastructure deployment and provisioning pipeline.
senior software engineer (9/2011-1/2013) – Collaborated on a server-side WebRTC implementation for Twilio Client and owned and maintained the Client infrastructure and Android & iOS SDKs as part of a two-person team. Built version 1.0 of Twilio Client for Android from scratch, while helping to push Twilio Client for iOS across the finish line.

Fanhattan, LLC san mateo, california
senior software developer (4/2011-9/2011) – Built low-level GUI framework using OpenGL ES 2.0 (Java, C, C++) on Android for online TV/movie search and aggregation platform.

Kno, Inc. santa clara, california
software lead (10/2009-2/2011) – Lead developer for 3rd-party SDK and graphics, input, and desktop software stack for a Linux single- and dual-screen textbook-focused e-reader. Wrote build system and hacked on build and development tools.

Netgear, Inc. san jose, california
software developer (9/2006-10/2009) – Developed and maintained kernel, system scripts, and custom utility libraries for a Linux networked set-top audio/video player. Ported and maintained client software on MacOS X. Maintained toolchain and build tools. Managed small off-site QA group.
engineering product manager (8/2004-9/2006) – Managed interaction with outside hardware and software firms to develop and bring to market new multimedia products based on marketing requirements. Tested and verified product features and performance. Assisted with troubleshooting customer issues.

Xfce Project <http://www.xfce.org/>
core developer (2/2004-9/2009) – Maintained the xfdesktop module of this open-source UNIX/Linux-based desktop environment on a volunteer basis. Designed and implemented enhancements to Xfce as a whole, as well as authoring a new configuration storage system. Provided end-user support.

Cornell Information Technologies ithaca, new york
software developer (2/2001-7/2004) – Assisted in the implementation of new server- and client-side authentication methods using Kerberos. Maintained the group's private development network.

education **Cornell University** ithaca, new york
bachelor of science (8/1999-12/2003) – Electrical and Computer Engineering. Concentration: VLSI, digital systems, and computer organization

skills **Languages** – *Proficient*: Scala, Java, Python, C, Bash. *Competent*: C++, Objective-C, Ruby, Perl, Javascript, PHP, HTML, CSS.
Frameworks – Akka, Akka-HTTP, Xlib, Gtk+, DBus, OpenGL ES2, WebKit, Cocoa, iOS, Android, Netty, SIP Servlets, Dropwizard.
Protocols – REST, HTTP, SMTP, IMAP, SIP, TCP, UDP.
Operating Systems – Linux (Gentoo, Ubuntu/Debian, Fedora/Red Hat/CentOS), MacOS X (10.4-10.9), Windows 2000/XP.
Applications/Tools – Apache, MySQL, Chef, GNU autotools, GCC, GNU make, CVS, Subversion, Git, Apple Xcode, Eclipse, IntelliJ, Maven, VIM, SIPp, Locust.