

GARRETT SQUIRE

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EDUCATION

California Polytechnic State University

Bachelor of Science, Major: Computer Science, Minor: Mathematics

San Luis Obispo, CA

June 2015

EXPERIENCE

Systems Engineer

May 2022 – October 2023

Cloudflare

Seattle, WA

- I was a member of the cache team where I collaborated on services that powered Cloudflare's CDN
- I contributed to libraries used by our Rust reverse proxy (Pingora) and its sibling service

Software Engineer II

August 2020 – April 2022

AWS

Seattle, WA

- I worked alongside product managers on the Bot Control product inside of the WAF (Web Application Firewall) team
- I primarily used Rust to develop micro services that helped drive our Bot Control data plane

Senior Software Engineer

October 2018 – April 2020

Imperva (formerly Distil Networks)

Remote

- As a member of the edge platform team I helped migrate our stack to a new operating system and was a core contributor to the Go Services
- After Distil was acquired by Imperva, I assisted in integrating existing Distil services into the Imperva product

Software Engineer III

April 2017 – October 2018

CrowdStrike

Irvine, CA

- I contributed to our massive Go code base to help scale our micro services to handle hundreds of billions of daily events
- Used Kafka as our main message queue along with Google's protocol buffers for data serialization

Software Engineer

April 2016 – April 2017

Hart

Anaheim, CA

- Worked on the platform team to design REST services using Go and ZeroMQ for internal use
- Integrated with external APIs providing a bridge for our mobile applications

Associate Software Engineer

August 2015 – April 2016

SendGrid

Orange, CA

- Automated the integration tests for the core ingress daemon using Go and Docker for clean and quick environments
- I deployed patches and monitored the pipeline while ensuring correct behavior

PROJECTS

Zig Playground | Go, fly.io

Current

- Developed a simple Go application that can compile and format Zig source code
- Deployed as a Fly application

sendgrid-rs | Rust, git

Current

- I help maintain an unofficial Rust crate for the SendGrid API where I interact with many others on GitHub

DuckDuckGo Goodie | Perl

August 2013

- I helped author an instant answer plugin for the DuckDuckGo search engine

TECHNICAL SKILLS

Languages: Rust, Go, Python, Perl, C, and Java

Databases: SQL and NoSQL implementations (PostgreSQL, SQLite, Redis)

Linux: TCP/IP, DNS, Networking, Command line utilities

Systems Design: Micro service architecture, Distributed systems, Debugging, Cloud environments

Curiosity: Hobby programming languages (Zig, Odin, etc.), High-performance development