

Anthony R. Thielen

Minneapolis, MN • hello@anthonythielen.com • anthonythielen.com • [in/anthonythielen](https://in.linkedin.com/in/anthonythielen) • [github/athielen](https://github.com/athielen)

Dynamic and accomplished engineer with proven ability to develop and architect highly-available and concurrent distributed systems in autonomous work environments. Voracious reader and passionate autodidact with a unique obsession for learning new technologies, processes, and tools with a proven ability to mentor junior engineers and contribute business driven decisions on tech stack and emerging technologies.

EXPERIENCE

Branch - Minneapolis, MN/Remote

2022

Senior Software Engineer (October 2022 - Present)

Senior Engineer on the Platform Engineering Team helping companies accelerate payments and empower working Americans with accessible, fee-free, inclusive and transparent financial products.

Best Buy - Richfield, MN

2020 - 2022

Senior Software Engineer (July 2021 - September 2022)

Senior Engineer on Multi Channel Commerce focusing on Payments Experience Platform that handles \$26B+ in transactions annually, abstracting away payment complexities from all of BestBuy.com to allow digital customers to transact easier and faster in their preferred way.

- Lead Engineer for a squad of 10 engineers to bring the private label credit card application internally handling system design, UI improvements, business requirements, development, story creation, performance testing.
- Bootstrapped a new Trade-In Device team on an aggressive timeline, a product that will generate \$8B/5 years.
- Shepherded wide-sweeping refactoring changes focusing on improvements that reduced execution time by ~18% and increased the maximum throughput per each deployed instance.
- Implemented the Payments Behavior Driven Development testing suite to automate regression testing using Gherkin, Java and Cucumber.
- Redesigned CI/CD testing stage to reduce build times by 10 minutes and system memory on the build servers.
- Gave org wide teach-outs out as SME on fault tolerant system design, metrics collection, ci/cd best practices.
- Mentoring and engendering knowledge to all team members (engineering and non-engineering) on technical tasks, better practices, how to use our tools better (splunk, grafana, slack).

Backend Engineer III - Contractor (June 2020 - July 2021)

Senior Engineer Contractor on Multi Channel Commerce focusing on Payments Experience Platform.

- Shepherded substantial portions of a technical initiative to move Payment to a Platform model by providing technical solutions, designing and implementing engineering tasks, and developed best practices for new tech.
- Spearheaded the introduction of Reactive Programming to the platform's backend Spring Boot applications using WebFlux leading to fewer cloud instances and a decrease in the team's operation budget.
- Self-started automation initiatives that turned into official team initiatives. Automation work eliminated ~30 hours/month by automating a mixture of release and CI/CD manual steps.
- Acting as a Team Multiplier, improved team culture and processes by encouraging robust PR reviews, active retro participation, thinktank meetings to find improvements, modifications to agile, automation scripts.
- Active member and vocal contributor to BBY Community of Practice group focusing on uniform engineering onboarding, Rest API best practices, improvements to automated Jenkin pipelines, how uniformity can increase feature velocity.

Health Partners - Richfield, MN

2019

Senior Software Engineer - Contractor (May 2019 - November 2019)

Senior Engineer on the Global Team leading effort to design and implement a large-scale migration of Global teams contributions to a monolithic application to a microservice architecture leveraging Openshift and Spring Boot.

- Led the migration effort of Global Team's portfolio employing the Strangler pattern to decouple business logic and move services to a containerized solution in Openshift.

- Shepherded substantial portions of the technical work of converting Weblogic monolithic applications into a micro service architecture leveraging Spring Boot, OpenFeign and Hystrix.
- Led approach on API Design for applications used by all of the Health Partners Digital Department focusing on evolutionary architecture and best-in-class design to keep them flexible for future features.
- Crafted designs from collected business requirements, communicated cross teams to achieve more holistic designs and created stories for the engineering team to complete.
- Pioneered internal team best practices and patterns for Global Team services surrounding Spring Boot, web application standards, API design, and consumer integration which was engendered across the department.
- Involved in several Org wide task forces to develop best practices on several topics: how to refactor Weblogic Beans to Spring Boot, best practices around Spring Boot, improvements to the automated CI/CD pipeline, RESTapi practice guidelines for teams to follow.

Optum Technology - Eden Prairie, MN 2019

Team Lead Software Engineer (January 2019 - May 2019)

Team Lead, Engineer and Solutions Architecture member integrating emerging technologies for the Product Engineering & Data Solutions Team on a highly visible Data Visualization Dashboard for Healthcare Providers.

- Responsible for technical designs and architectural decisions for integrating with a Kafka streaming platform and transitioning to a platform that takes advantage of being the sink for multiple sources through streaming and batch.
- Helped scale the product from supporting 100 providers to ~4000 providers while increasing overall performance during growth to allow for lower latencies and decreased footprint in an Openshift Environment.
- Created technical feature stories from collected business requirements for teams engineers balancing team's capabilities, bandwidth and ease of parallel development across multiple components.
- Designed and enacted multi tiered distributed caching for domain microservices leveraging Spring Boot, Aspect Oriented Programming, Caffeine and Redis to decrease our latency resulting in a decrease of ~500ms in the 75th percentile of our domain endpoints request times to meet the products aggressive service level objective.
- Led performance-motivated refactoring of backend java applications as part of a preemptive effort to prepare the product for scaling. Refactoring resulted in a 2000% increase of throughput per node, a drastic decrease in heap space usage by 8 times along with a ~15ms decrease in latency.
- Extended team's internal Spring Boot library to create reusable, opinionated team-centric modules to increase velocity of new Microservice development and deployment.
- Integrated emerging technologies like Kubernetes, Prometheus, Pact, Micrometer, Redis in strategic initiatives to balance the stability of the project with keeping it revolutionary.

Best Buy - Richfield, MN

2016 – 2018

Software Engineer (June 2017 - December 2018)

Engineer on feature team focused on optimizing, refactoring, and building new features for Best Buy's Recommendation Engine including dynamic filtering, boosting, complex event processing, machine learning and real-time event capture of 15M+ requests weekly that earned \$1.4B+ in annual revenue.

- Designed and implemented Java Spring Boot microservices emphasizing metric collection and 12 Factor App principles for deployment in a containerized environment as part of a Recommendation Platform redesign.
- Responsible for numerous architectural and technical feature designs for several of Recs applications including the final solution for the main data model in Cassandra that stores batch and real time datasets
- Refactored the real-time data ingestion solution utilizing Apache Storm and Kafka to reduce latency and increase throughput, leveraging Storm's distributed and parallelized system to augment batch processing recommendations.
- Implemented system, application, and error metrics in Apache Storm with Spring and Dropwizard metrics to extend monitoring solutions and improve capability to detect anomalies and outages in production.
- Conducted stress tests to analyze and adjust system resources and optimize performance to handle 12K+ requests per second with a reduced footprint, saving \$200K+ in AWS costs during peak holiday shopping season.

Software Engineer Intern (May 2016 - Aug 2016)

- Developed a scalable real-time geographical map to display user monitoring data using Node.js, Leaflet.js, D3.js valuable in diagnosing geographically isolated errors and visualizing worldwide trends from user requests.

SKILLS

Languages: Java (7,8,9,11,17), Groovy, JavaScript, Python, Bash, Golang

Tech Tools: Spring, SpringBoot, JUnit, Spock, Kafka, Cassandra, Storm, Solr, Node.js, Netflix Feign/Eureka/Hystrix, OpenFeign, Resilience4j, Memcache, Redis, MongoDB, Elastic Search, Swagger, OpenApi, Jenkins, Docker, Kubernetes, Prometheus, Graphite, Grafana, Git, hubot, Splunk, Kibana, Pact, Maven, Gradle, Jmeter, AWS, Openshift, Linode

Methodology: Service Oriented Architecture, Event Driven Architecture, Microservice Architecture, Streaming at Scale, REST API design, Test Driven and Behavior Driven Development, Agile Development, Continuous Deployment, Continuous Integration, Continuous Improvement, Automation System, Operational Transformation, Monitoring Theory, Metrics Collection, DevOps, Deployment Orchestration, Site Reliability Engineering

EDUCATION

BS Computer Science, University of Minnesota Duluth - Duluth, MN.

PROJECTS

Homelab Maintains personal homelab to conduct research, mock pseudo production environments with personal applications to test out new frameworks, automate operational tasks, and host applications with CI/CD pipelines. Current technology: *Docker, Kubernetes, Proxmox, pfSense, ELK stack, Grafana, Prometheus, Gitlab, Kafka, Flink+Beam, OpenFaas, FreeNas, LXC.*

Interests

Photography, Typewriters, High Fidelity Music, Reviewing Films, Graphic Design, Finance.