

# Isaac Buckman

## Senior Software Engineer

Pittsburgh, PA

(347) 433-2041

ibuckman@isaacbuckman.dev

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## Professional Summary

Senior Software Engineer with 10+ years of experience designing, building, and supporting mission-critical SaaS systems. Strong background in Kotlin, Go, and Python, with deep experience in distributed systems, event-driven architectures, CI/CD automation, and production operations. Proven ability to own end-to-end solutions, improve code quality, mentor engineers, and collaborate across teams to deliver scalable, reliable software.

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## Technical Skills

### Languages:

Kotlin, Go (Golang), Python, JavaScript, Bash

### Architecture & Design:

Microservices, Monolithic Systems, Event-Driven Architecture, Layered Architecture, API Design, Data Modeling, Messaging Systems

### CI/CD & Automation:

TeamCity, AWS CodeBuild, AWS CodePipeline, Jenkins, Packer, Ansible, Automated Testing

### Containers & Platforms:

Docker, Docker Compose, Podman, Kubernetes

### Databases & Messaging:

PostgreSQL, SQL, Redis, RabbitMQ, Amazon SQS

### Systems & Practices:

Linux, Windows, Nginx, SDLC, Agile/Scrum, Code Reviews, Unit Testing, Acceptance Testing, On-Call Support, Technical Documentation

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# Professional Experience

## Seagrid | Pittsburgh, PA

### Software Engineer III

June 2015 – Present

- Design, develop, and maintain business-critical SaaS applications supporting long-lived production systems
- Build and evolve services primarily in Kotlin, with additional development in Go, Python, and JavaScript
- Design and operate distributed, event-driven systems using RabbitMQ and Amazon SQS
- Develop and support microservices and APIs deployed in containerized environments using Docker, Docker Compose, Podman, and Kubernetes
- Own and improve CI/CD pipelines using TeamCity, AWS CodeBuild, and AWS CodePipeline to enable safe, repeatable deployments
- Use Packer and automation tooling to standardize build artifacts and improve environment consistency
- Work extensively with PostgreSQL, including schema design, query optimization, and operational troubleshooting
- Support both Linux and Windows environments, including deployment, monitoring, and production debugging
- Lead and participate in code reviews, advocating for coding standards, testing practices, and maintainable designs
- Write unit tests and validate software against acceptance criteria to reduce defects and improve reliability
- Conduct impact analysis to identify cross-service effects of changes before deployment
- Debug production issues and implement durable fixes across multiple applications
- Document system design, operational behavior, and troubleshooting procedures
- Collaborate closely with product, operations, and engineering peers to translate requirements into scalable solutions
- Mentor less experienced engineers through technical guidance, code reviews, and knowledge sharing