Samuel Warfield

Software Engineer

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Fluent in **Go**, **Python**, and at high performance C++. Linux enthusiast, using it for my daily driver . Heavy on-call experience, with the ability to remain calm in extreme circumstances. Lastly, I'm an ok Glass blower.

Experience

Cloudflare / Systems Engineer

January 2022 - May 2024, Remote

Working as a systems engineer for the Workers Runtime, a high performance, asynchronous runtime for running javascript and web assembly based on V8 globally distributed on Cloudflare's Edge. Written in Low level C++ tasks included things such as implementing network RFCs and configuring unix sockets for IPC and network access, and bridging Rust code into the runtime.

Duties also included integrating with other systems, such as a configuration service written in **Go**, configuring infrastructure with Salt, and automating builds and tests using Bazel and **Python**.

Additionally had on-call responsibilities.

Fanatics / Software Engineer II

January 2020 - December 2021, Boulder

I worked on a **GoLang Backend** service full time starting January 2020. I was responsible for a 16x speed up in our original codebase. Additionally I was responsible for my team's cloud infrastructure, deployments, and was the **CI/CD** expert for my office (Gitlab). Additionally had on-call responsibilities.

Fanatics / Software Engineering Intern May 2019 - August 2019, Boulder

Worked as a full stack developer intern at Fanatics' Boulder office, Creating a **RPC framework for WebAssembly in Rust**.

Education

Colorado School of Mines / BS Computer Science August 2016 - January 2020, Golden CO

Stanford Design School / University Innovation Fellow Dec 2016 - January 2020, Golden CO

Skills