

MARCUS ODUYA

Software Engineering

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PROFILE

Staff software engineer with 14 years building distributed systems at high-growth SaaS companies. I work across teams to set technical direction, write the design docs that unblock multi-quarter work, and stay close enough to the code to still review PRs.

KEY SKILLS

- Distributed systems design and multi-region architecture
- Go, Python, and Java for production services
- Kubernetes, Envoy, and service mesh operations
- PostgreSQL, Kafka, and event-driven pipelines
- SLO/SLI definition and error budget governance
- Technical RFC authorship and cross-team design review
- Incident command and postmortem facilitation
- Migration planning (monolith to microservices)
- Developer productivity tooling and CI/CD optimization
- Mentorship and Staff/Principal engineer coaching
- Build-vs-buy analysis and vendor evaluation
- Hiring, interview loop design, and technical assessment

PROFESSIONAL EXPERIENCE

Staff Software Engineer

Talorpeak Software, Austin, TX | 2020 - Present

- Set the multi-region strategy across 6 product teams, taking the platform from single-region to active-active in 11 months with zero customer-visible incidents at cutover.
- Authored the RFC process now used by 80+ engineers; median time from proposal to decision dropped from about 5 weeks to 9 days.
- Founded the developer productivity guild and prioritized the work that cut average CI time from 22 minutes to under 7.
- Coach four senior engineers on technical leadership; two have moved into Staff roles.
- Represent engineering in quarterly planning with product and finance, including the build-vs-buy review that avoided a \$1.4M annual vendor contract.

Principal Engineer, Platform

Riverlight Commerce, Boulder, CO | 2017 - 2020

- Owned the platform roadmap for checkout, search, and identity across 9 teams.
- Led the migration from a Rails monolith to Go microservices behind an Envoy mesh, completed in 14 months.
- Drove adoption of SLOs across product engineering; 23 services moved from 'we'll know when it breaks' to documented error budgets.
- Wrote the postmortem template and ran the first 18 reviews personally to set tone and depth.
- Hired 11 engineers across two years and built the interview loop the company still uses.

Senior Software Engineer

Riverlight Commerce, Boulder, CO | 2015 - 2017

- Built the inventory reservation service handling Black Friday peak of 38K requests per second.
- Cut order-pipeline error rate from 1.4% to 0.18% over two quarters of focused work.
- Mentored four engineers; led the team's first chaos-engineering exercise.
- Owned the on-call rotation and rewrote runbooks for the five most-paged services.

Software Engineer

Mavenroot Labs, Denver, CO | 2011 - 2015

- Wrote Python services for a marketing analytics platform serving 2,400 paying accounts.
- Designed the cohort-export pipeline that became the product's top-selling enterprise feature.
- Mentored a steady stream of new hires; ran the lunch-and-learn series for two years.
- Promoted from Engineer I to Senior Engineer over four years.

EDUCATION

M.S. Computer Science, University of Colorado Boulder, 2013

