Ethan Donowitz

they/them • Brooklyn, NY • Personal GitHub • Work GitHub

Systems- and infrastructure-focused engineer with deep knowledge of Rust and Tokio. I have experience leading substantial projects from the design phase all the way through production rollout to millions of users. I believe that humility and clear communication are among an engineer's most fruitful skills.

EXPERIENCE

ReadySet Technology, Inc. (github.com/readysettech/readyset), New York, NY (hybrid)
Senior Software Engineer, April 2024 - Present
Software Engineer, January 2023 - April 2024
- Improved write latency by ~80x by designing and implementing a strategy to flush writes to disk in background threads, dramatically improving ReadySet's maximum write throughput
- Enabled the caching of range queries by adding support for auto range parameters
- Led a v-team responsible for characterizing and improving ReadySet's performance and fault tolerance
- Diagnosed and fixed bugs relating to the dataflow graph that powers ReadySet's caching engine
- Implemented a formatting algorithm for dates, times, and timestamps that improved formatting performance by ~10x, significantly reducing read latency for certain queries that used these types
- Diagnosed and fixed bugs in ReadySet's implementation of Postgres's logical replication protocol that were causing ReadySet to return incorrect query results
- Built ReadySet's approach to site reliability engineering from the ground up, including guidelines for SLOs, alerting, an on-call rotation, and an incident response process
- Led the design and development of a Rails gem that eases the experience of integrating ReadySet into a pre-existing Rails application

Mozilla Corporation, New York, NY (remote)
Senior Software Engineer, March 2022 - January 2023
Software Engineer II, April 2021 - February 2022
- Rewrote a legacy authentication service for Firefox Sync and oversaw its rollout to millions of users
- Built comprehensive suites of integration tests and load tests to validate the service
- Worked closely with site reliability and QA engineers to build strategies to deploy and test the service
- Mentored a new hire, coming up with a step-by-step plan for them to learn Rust and become acquainted with development practices

LevelUp/Grubhub, Boston, MA (acquired by Grubhub in August 2018)
Software Engineer, March 2018 - September 2020
- Architected, built, and rolled out a system to integrate LevelUp's menu pipeline with Grubhub's
- Mitigated performance issues surrounding request queuing, database load, and memory usage

Charles River Analytics, Cambridge, MA
Software Engineer I, June 2017 - March 2018

SKILLS

Languages & Frameworks: Rust (Tokio, Tower, Actix Web), SQL, Ruby (Rails, Sidekiq), Python
Data Storage: PostgreSQL, RocksDB, MySQL, Google Cloud Spanner
Observability: Grafana, Prometheus, InfluxDB, Sentry, Sumologic, New Relic
Cloud: AWS (EC2, RDS/Aurora, CloudWatch), Google Cloud Platform (Cloud Spanner, BigQuery), Terraform, Heroku
Testing and CI: Buildkite, GitHub Actions, property testing, Locust (distributed load generation)
Other: Docker, Linux, perf/FlameGraph, Jira/Agile, soldering

EDUCATION

Tufts University (School of Engineering), Medford, MA
Bachelor of Science in Computer Science, magna cum laude, May 2017
Awards: Howard Sample Prize in Physics