

# Brendan MacDonell

brendan@macdonell.net

San Francisco, CA

## Summary

Staff engineer with significant experience leading complex products to launch and beyond. At Sight Machine, I led the team that built [Sight Machine's streaming ETL product](#), plus the [data acquisition product](#) that moves customer data into our platform. These products — plus a suite of analytics on the transformed data — are Sight Machine's core offering, driving over \$10M in annual recurring revenue.

## Technical Skills

**Languages** Java, C, C++, SQL, Python, OCaml, Javascript, CSS, sh, awk  
**Technologies** AWS, GCP, Git, Kubernetes, Linux, perf, PostgreSQL, Prometheus

## Professional Experience

**Sabbatical** Jul 2024 — Jan 2025

After nine years at Sight Machine, I took six months off to recharge and work on personal projects related to high-performance data processing. Ask me if you'd like to know more!

**Staff Software Engineer** Sight Machine Jul 2019 — Jul 2024

Most recently, I led the Factory BUILD project, creating a streaming ETL product to model manufacturing data and transform it into an analyzable form. In particular, I:

- **Pitched and led implementation of the core UI features for the ETL product**, including a drag-and-drop interface for connecting data flow operators, interactive data exploration, and a macro system for composing reusable groups of operators.
- **Designed and implemented a high-performance distributed streaming ETL engine using Java and RocksDB**, with data flow operators capable of processing 250k wide records (of 1000+ fields) per CPU core per second. The unusual ordering and lateness requirements for manufacturing data prevented us from using an existing framework like Flink — instead, I built a new system from scratch using concepts from Flink, Millwheel, change data capture, and a novel approach to streaming stateful transformations.
- **Led the team to build dozens of types of data flow operators, plus an SDK to let users build their own** — all without having to worry about implementing per-operator support for exactly-once processing, state storage, or handling out-of-order data, as these concerns are handled by the core ETL engine.
- **Created a quality system that eliminated almost all regressions.** Manufacturing customers demand high reliability — a few bugs in a year can lose a customer. We relied on careful code review, unit testing, property-based testing, end-to-end testing, and nightly smoke tests against customers' data pipelines. As a result, we shipped only one (minor) regression between launching in July 2021 and my sabbatical in July 2024.

In addition, I:

- **Pitched and architected Sight Machine's externally-facing SQL interface**, allowing users to access their transformed data in tools like Excel and Tableau.
- **Acted as manager for the Factory BUILD team** from July 2020 until getting headcount to hire a new engineering manager in May 2023.

**Senior Software Engineer**                      Sight Machine                      Jul 2016 — Jul 2019

Improving Sight Machine's platform using Python and PostgreSQL. Among other projects, I:

- **Led the design and implementation of Factory CONNECT**, a Python-based product for acquiring data from dozens of different manufacturing systems and products.
- **Designed and implemented a versioned configuration store** to let internal and external data engineers configure data transformations in a user interface, test them on staging systems, and merge them to production. This replaced a workflow with no notion of versioning or merging, which often caused changes to be lost.
- **Designed and built Sight Machine's authentication system**. The system allows different groups of users (e.g. customers, data integrators, and Sight Machine employees) in the same tenant to sign in by federating multiple OpenID Connect providers.

**Software Engineer**                      Sight Machine                      Apr 2015 — Jul 2016

Improved the performance, reliability, and scalability of Sight Machine's platform using Python, MongoDB, and PostgreSQL, particularly related to data acquisition.

- Redesigned the protocol used to upload data from factories to Sight Machine's cloud platform. The new implementation improved throughput by 10x, solved message ordering issues, and allowed data to reliably pass through the great firewall of China.
- Rewrote the data acquisition code for Mitsubishi PLCs to fix data corruption issues. The new code was simple enough that solutions engineers began to contribute to it.

**Software Engineer**                      E la Carte                      Jun 2014 — Apr 2015

Developed and maintained high-availability web services to manage and monitor 30 000 restaurant tablets using Python, Django, PostgreSQL and Redis. Also carried out several of my own initiatives, including:

- Discovered and fixed a security architecture flaw that made all restaurants' point-of-sale TLS certificates interchangeable.
- Created an automated system to reflash tablets returned due to software defects, cutting hardware expenses by 4% (roughly \$300 000.)

**Software Developer**                      Sheepdog                      May 2013 — Sep 2013

Wrote software for a variety of clients. For example, I created a Python-based system to import Sharepoint and eRoom sites into a client's new document management system.

**Software Developer**                      E la Carte                      Jan 2012 — Jan 2013

Contributed to all several products, from maintaining restaurant tablet software written in C++ to developing web services with Python and PostgreSQL. Among other things, I was responsible for:

- Building an online menu editor, reducing the time to create a menu from weeks to days.
- Integrating the Micros 3700 point-of-sale system for ordering and payments.
- Unifying several divergent point-of-sale integrations into a cohesive Python codebase.

**Software Developer**                      Sheepdog                      May 2011 — Sep 2011

Contributed to several projects with Django and PostgreSQL, including a reporting engine for healthcare survey data and a backend for seat-based subscriptions.

**Software Developer Intern**

Sheepdog

May 2010 — Sep 2010

Worked on gTrax, Sheepdog's time tracking product (built on GWT and AppEngine.)

Education

**Carleton University**

*B. Eng. in Software Engineering (4.3 GPA)*

Ottawa, Ontario

Sep 2009 — Apr 2014