



Aaron Godin

Senior Software Engineer

👤 Profile

Software Engineering leader with **12 years experience** in building high quality software that maximizes business impact. Wide variety of experience from large enterprise (**Optum, Best Buy**) to high growth startup (**Grafana Labs, Auth0**). Competency in domains such as IAM, Kubernetes, Operations Engineering, and Ecommerce. I am passionate about open source software, programming languages, software design and architecture. I promote a culture of collaboration and transparency.

📁 Employment History

Senior Software Engineer at Grafana Labs, Remote

March 2023 — Present

Research and development of IAM solutions for *Grafana OSS* and *Grafana Cloud/Enterprise*. As part of the IAM team at Grafana Labs, I build and maintain identity and access solutions for the broad ecosystem of products at Grafana, primarily as web services and SDKs written in Go.

- Integrated Grafana Cloud's internal API gateway with in-house authorization server to migrate all authnz logic into a centralized location.
- Collaborated with CSEs to triage customer escalations of IAM issues, and maintained service health through oncall/IRM of web services for authorization.
- Designed and released new features for Grafana Cloud/Enterprise including Team LBAC, Nested Folders RBAC, IP-based AC, and improvements on Grafana RBAC.
- Research of future-facing architecture through PoCs of SpiceDB and openFGA in Grafana OSS/Cloud/Enterprise.

Senior Software Engineer at StormForge, Remote

April 2022 — March 2023

Contributed engineering leadership to a cross-functional team to design, build and test *Optimize Pro* and *Optimize Live* products. Personally focused on web services, APIs and Kubernetes integration using Golang, Postgres, Prometheus, as well as frontend development with React/Redux.

- Implemented new product features through collaborative design with engineering and product such as Kubernetes Bidimensional Autoscaling.
- Created multi-tenancy solution that consolidated tenant-level infrastructure resources by 81% (net reduction on compute nodes). Included ArgoCD integration, authorization provisioning and user management.

Details

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Skills

JavaScript, TypeScript

Browser APIs

Node.js

Golang

Relational Databases

Document Databases

Graph Databases & GraphQL

Timeseries (Prometheus)

Redis

React, Remix

Frontend Tooling (webpack, vite, eslint, etc.)

CSS Preprocessors

Static Sites (Jekyll, Hugo, Gatsby)

Azure (AKS, FrontDoor, AppGW, KeyVault, Azure DB)

AWS (RDS, EC2, ECR, ECS, SNS, SQS, Cloudwatch, Lambda)

Observability

Kubernetes, Helm

Terraform, Vault, HCL

CI/CD (Jenkins, ADO, GitHub Actions)

PHP, Ruby, Crystal

Technical Writing

- Enabled the business to onboard company's largest customer through mission-critical API and DB optimizations (real-time optimization of 4400 kubernetes namespaces, ~130k workloads).

Links

[YouTube](#)

[GitHub](#)

[Personal Website](#)

Lead Software Engineer at Optum, Inc., Remote

March 2020 — April 2022

Provided engineering leadership to design and implement data services for Optum/UHG's enterprise-wide operations & infrastructure team. Decommissioned & replaced legacy solutions to reduce costs by over 50%.

- Designed, built, tested, and deployed brownfield solution for Optum/UHG's enterprise application inventory using Node.js, TypeScript, PostgreSQL, Redis, Kubernetes, and React.
- Architectural and design decisions to meet KPIs for operational excellence such as zero-downtime deploy, high service availability (99.99%), and low rate of regression.
- Implementation of serverless components (Azure Functions and Optum-hosted knative) using Node.js and Crystal (language) for data migration from legacy systems. Provided an 85% reduction in infra runtime compared to traditional hosting (e.g. static k8s deployments).

Software Engineer II at Auth0, Remote

July 2018 — March 2020

At Auth0, I contributed to an IAM Platform that allows developers to easily implement secure and powerful identity solutions into their product or business. As part of the IAM-Authorization team, I built features that give developers greater control of how users are authorized to access resources.

- Implementation of a microservice for authorization to deliver RBAC to Auth0 customers (30,000 active tenants as of Feb 2020 with over a billion logins per month) using Node.js, hapi, Postgres, and gRPC in single-digit millisecond response time.
- Served as Interim Product Owner. Conducted customer interviews, surveys, and usability testing during the product discovery life cycle. Documented product research through all stages of the PDLC.
- Implementation of Auth0 product features to support modern identity specs (oauth2-token-exchange).
- Management and contributions to authorization-related open-source npm packages (node-jsonwebtoken, express-jwt, express-jwt-authz).

Senior Software Engineer at YA | Engage, Minneapolis, MN

February 2018 — July 2018

As a Senior Software Engineer at YA | Engage, I was responsible for implementing new technical direction and scaling the company's service offerings. I collaborated with other teams to build reusable solutions to client work across the organization and create consistency across user experiences in the company's products.

Software Engineer at Best Buy, Richfield, MN

September 2016 — February 2018

As a Software Engineer at Best Buy, I provided engineering leadership to the Shop product team (customer journey until checkout).

- Planned and documented technical solutions for upcoming sprints, collaborated with external teams, improved technical quality.
- Lead architecture for an automated testing process and strategy across a team of 40 engineers using Selenium, SauceLabs, Webdriver.io, and Cucumber.
- Improved code coverage across the team's repos from 3% to 90%.
- Responsible for technical strategy of global software products and promoted code reuse through modular shared components.
- Provided technical leadership for adoption of React, Redux, and more.
- Organized and contributed to bi-weekly engineering lightning talks.
- Mentored for the Best Buy Summer Internship program, 2017.

UI Engineer at Best Buy, Richfield, MN

November 2015 — September 2016

As a UI Engineer on the Shop product team, I was responsible for building software products for the customer browsing experience.

- Developed full-stack software products with Node.js, Backbone, jQuery, and vanilla JS.
- Contributed to a collaborative and cross-functional product team.
- Built shared libraries for use across the UI Engineering team.
- Responsible for reducing the size of the overall payload for the site's global header and site navigation by 50%.
- Collaborated with engineering leaders to implement new libraries and tooling such as React, Babel, and Webpack.

★ Publications

Web Development Recipes (1st Ed.)

Pragmatic Bookshelf

★ Employment history cont.

Web Developer at CATS Software Inc., Minneapolis, MN

August 2014 — November 2015

Web app development for HR management software (CATS - Cognizo Applicant Tracking System). Contributions to the core product with PHP, Symfony, MySQL, Vue.js and Sass.

Technical Support Specialist at Aladtec, Inc., Hudson, WI

August 2013 — August 2014

Provided software training and support through phone and email. Managed requirements gathering and customer relationships for third-party software integrations.

Student Web Developer at UW-Eau Claire, Eau Claire, WI

June 2010 — January 2012

Built web applications for students, faculty and staff using Rails (2.3 and 3.1). Wrote specifications in Cucumber and implemented test-first with RSpec. Presented at conferences on topics including jQuery Plugin Development, HTML/CSS, Ruby gem development, PHP, and other OSS.