

CAELAN BOROWIEC

Principal Software Engineer | Server Infrastructure | Security

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SUMMARY

Senior Software Engineer with over 14 years of industry experience specializing in end-user support, project management, and multi-team coordination. Self-starter with demonstrated success in managing complex development projects from initial design through to deployment. Extensive experience in both front end and back end development

PROJECTS

Artwork Review System

Developed an automated event-driven ticketing system to facilitate real-time processing of customer-submitted artwork for artists.

Printing Assembly Automation

Developed software to analyze and group production components by ink colors, aiding operators in optimizing production runs and eliminating a labor-intensive and time-consuming step of production through automation.

KEY ACHIEVEMENTS

- Customer Experience

Improved manufacturing efficiency and customer experience by challenging assumptions and using data-driven methods to implement process changes, resulting in significant business improvements.
- Data Analysis

Developed a comprehensive suite of tools providing historical and real-time insights into customer trends, business performance, and employee performance metrics.
- Process Optimization

Engineered software and workflow solutions to enhance departmental efficiency, streamline production forecasting and scheduling, and facilitate data-driven decision-making.

EXPERIENCE

Principal Software Engineer

- FM Expressions 06/2019 - Present Pittsburgh, PA (remote)
- Developed industry-leading tools, automation solutions, and custom digital work queues, which significantly improved manufacturing times and reducing waste within the product pipeline.
 - Collaborated with company leadership to design and implement essential business analytics tools for evaluating employee performance, monitoring production metrics, analyzing customer purchasing trends, and managing key data ingestion processes.
 - Managed and maintained the company's primary e-commerce platform, while also offering support and training to fellow team members in the development department.

Developer & Reverse Engineer

- Unikrn 01/2012 - 06/2021 Darlinghurst, AUS (remote)
- Developed and implemented in-game advertisement software that became a cornerstone of the company's main product offering.
 - Conducted reverse engineering on third-party game client software and collaborated with game engine developers to optimize advertisement visibility while maintaining a seamless gaming experience.

Lead Software Engineer

- University of Pittsburgh 05/2012 - 06/2019 Pittsburgh, PA
- Designed and developed a range of web platforms customized to meet specific client needs, enhancing usability and functionality.
 - Created and implemented collaborative tools, workflows, and automations that significantly boosted employee efficiency and productivity.
 - Architected an advanced video broadcast studio and portable A/V solutions for major events, incorporating live streaming capabilities for seamless online integration.

SKILLS

JavaScript, PHP, MySQL, HTML5, CSS3, Google Apps Script, Python, Linux Server, Bash, Git, GitLab, React, Laravel, WordPress, jQuery, Bootstrap, Nginx, AWS EC2, Cloudflare, Docker, Podman, Apache, Google Workspace, Office 365, Centralized Logging Solutions, HubSpot, Project Management, Custom AI Implementation & Training, AI Driven Development.

TECH TALKS & FOSS

- Tech Elevator Software Bootcamp: Panelist
- Provided insights into the software engineering industry for students preparing for careers in tech.
- AlliedModders Developer Community: Open-Source Contributor & Code Reviewer
- Published 62+ open-source projects for the Valve Source Engine, many gaining significant adoption.
- Reviewed code for quality and security within the community.

EDUCATION

- Web Publishing, AAS (4.0 GPA)
- Westmoreland County Community College
- 03/2011 - 03/2014 Pittsburgh, PA

LANGUAGES

English Native