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# Brad Murry

Software Engineer/Architect

## TECHNICAL LEADER • REAL-TIME SYSTEMS • AI/ML/NLP OPS • EVENT-DRIVEN ARCHITECTURES

Strategic technical leader with a proven track record of architecting and delivering highly scalable, robust systems for mission-critical applications.

I specialize in real-time and near-real-time processing platforms, event-oriented distributed architectures, and operationalizing AI/ML and NLP solutions that drive measurable business impact.

With deep experience across cloud-native environments, reactive pipelines, and high throughput data ecosystems, I bridge strategic vision with hands-on engineering excellence, guiding teams to build resilient, loosely coupled platforms that accelerate innovation and value delivery.

Passionate about leveraging cutting edge tooling and patterns to solve complex problems while fostering cross-functional collaboration, technical ownership, and continuous improvement.

### TEAM BUILDER

Beyond technical execution, I'm deeply invested in building healthy, high-velocity engineering cultures.

I enjoy helping teams to think critically, challenge assumptions, and take ownership of outcomes.

I lead with transparency, humility, and vulnerability, resulting in environments where teams move fast because they trust each other and feel safe to surface risks early.

This leads to an environment where collaboration, accountability, and proven engineering practices form the foundation for sustainable innovation.

### PROFESSIONAL EXPERIENCE

#### Principal Software Engineer

04/2024 – Present

The Walt Disney Corporation—Orlando, FL

- Lead the design, development, and implementation of stream processing operational layer for insights and enrichment
- Sub-second, stateful insight calculation using Apache Flink
- Guided multiple teams towards high-quality, loosely coupled, modular platform design
- In-house CEP yielding > \$1m in savings annually
- Agentic integration with customer facing applications
- Structured and unstructured (RAG) data ingestion and transformation capabilities
- Lead agentic engineering adoption - ~80%-90% of code generation via LLM

### PROFILE

Integral leader with a proven track record for delivering cost-effective, state-of-the-art solutions to meet critical business goals.

Ambitious self-starter who plans, prioritizes, and manages multiple tasks within high-pressure, deadline-driven environments.

### SKILLS

- Data Engineering
- Event Oriented Architecture
- Transformation Pipelines (ETL/ELT/EtLT)
- NRT (Near Real Time) Stream Processing
- Model Training Pipelines (ML/AI/RAG/LLM)
- Distributed Systems (Cloud/Hybrid)
- DevOps Focused (IaC, CI/CD)
- HA/DR SRE
- Large Scale/High Throughput Systems

### TECH

- Python, Java, JS/TS, C/C++, SQL
- Apache Flink, Spark, Iceberg, Camel
- AWS, OpenStack
- Quarkus
- Tensorflow, Pytorch, Unstructured, Langchain
- JDBC, MongoDB, DDB, Cassandra, Neo4j, Redis
- Elastic/Open Search, SOLR, Lucene
- CDK, Cloudformation, TF

## Staff Software Engineer

08/2020 – 04/2024

Warner Bros. Discovery—New York, NY

- Lead digital teams to build a modular, event-driven IDP (Internal Developer Platform)
  - Several systems were built within the platform from global scale APIs to configuration driven EtLT data pipelines
- Consistently fostered a cross-organization collaboration model that led to reduced duplication of effort and faster data delivery
- Refactored stream processing platform using Flink driven by configuration, lowering job deployment times to hours from weeks.
- Developed CI/CD framework with integrated chatops to ensure all projects had delivery pipelines with minimal effort

## Senior Pipeline Engineer (Contractor)

07/2019 – 08/2020

NBC Universal—New York, NY

- Migrated on-prem tape based media assets to AWS (S3+DDB)
- Automated asset processing (captions, key frame metadata)
- Built event based, global asset delivery service with complex international playout constraints

## Principal Software Engineer

10/2017 – 07/2019

BODI—Santa Monica, CA

- Built a suite of high availability APIs for video consumption and session management
- Implemented CEP(complex event processing) resulting in mitigating 1000's of fraudulently shared coach accounts, recovering several million dollars in revenue
- Implemented DevOps contracts for all services to automate CI/CD via chatops
- Reduced AWS bill by \$60k monthly by moving storage from RDS to DynamoDB.

## ADDITIONAL EXPERIENCE

### Senior Platform Engineer

02/2017 – 10/2017

Berkadia—Phoenix, AZ

Microservices on K8s, Natural Language Processing, OCR, Long running Async Workflows

### Senior Python Developer (Startup)

02/2017 – 10/2017

AdviNow Medical—Paradise Valley, AZ

APIs over ML models (Tensorflow) ETL to Neo4J for recommendation engine

### Senior Software Engineer (Consultancy)

06/2015 – 02/2017

Intraedge Tech Studios—Chandler, AZ

Full stack development, AWS Microservices, ELT (Pyspark) Digital Asset Management -SOLR/ElasticSearch for time series

### Senior Software Engineer

05/2012 – 06/2015

Sitewire—Tempe, AZ

Full stack development, Low latency ad bidding pipeline DLP Dynamic Landing Pages using NLP (Tokenization and NER) to enrich queries for custom CMS API backed by ElasticSearch

### Senior Software Engineer

06/2008 – 05/2012

Accu-Systems (now Pillar Machine)—Taylorsville, UT

Cartesian robotics, motion control, IO streams, CAN bus, RS232/484

Deterministic real-time processing on low-level embedded architectures

Sensor integration, 3d geometry interpolation, inverse kinematics



**Automation Engineer**

02/2000 – 03/2003

SCD—Mesa, AZ

Responsible for integrating a multi-million dollar automated manufacturing plant and connecting with several complex software systems.

**Principal Software Engineer**

03/2003 – Present

DDG—Scottsdale, AZ

Developing data-driven enterprise manufacturing systems, custom CAD/CAM integrations and robotics/factory automation software.

