

Austin Gantner

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WORK EXPERIENCE

Google

Senior Software Engineer

08/2015 – Present

Boulder, Colorado

Payments Platform

- Promoted to SWE III in 2017 and Senior SWE in 2020.
- Team Lead 2022–Present. Responsible for the technical roadmap and mentorship of up to 7 SWEs.
- API and System Design expert that performed several hundred design reviews to ensure scalability, reliability, and correctness within Payments Platform.
- Selected for the Vendor Schema Council (4-person board) to govern schema safety for a 100-engineer org. Personally prevented 3 outages by finding hotspot issues while reviewing designs.
- Architected a production job that facilitates idempotent and concurrent processing of hundreds of billions of dollars a year. The migration spanned 5 years, involved 12 engineers, rewrote 500,000+ lines of Java code, and had no outages. API design across the 10 microservices eliminated the ability for clients to make certain classes of errors previously responsible for millions of dollars in outages.
- Drove cross-team alignment on retry behavior, enhancing error handling and improving success rates, fostering collaboration among 3 large teams.
- Designed and implemented a scalable framework for launching mobile driver's licenses on Android, significantly improving deployment efficiency and reducing time-to-market.
- Developed and launched the initial Google Standard Payments Credit Card API. Latest version available at developers.google.com/standard-payments/v1/fops/card/intro
- Saved 200ms per server call by creating a storage-free variation of the core outbound framework for methods that do not need idempotent processing guarantees.
- Architected a service to facilitate 'Redirect' forms of payment for Ads and Google Play, implementing a modernized data model that successfully remediated persistent technical debt and logic errors.

College Experience

Internships, Co-Ops, etc.

- **Pool Police Games** | co-founder and lead developer of our game Faded. Developed a physics engine from scratch in C++ and took a playable demo to PAX South in 2015, made the front page of IGN, and was Greenlit on Steam. Read more at faded.austingantner.com
- **Amazon** | SDE Intern, Kindle X-Ray (Java) | Summer 2014
- **Garmin** | Software Engineering Intern, Map Technology (C++, C#) | Summer 2013
- **Garmin** | Software Engineering Intern – Aviation (Java) | Spring 2013 while taking classes
- **Nucor–Yamato Steel** | Full time Co-Op (C#) | January to August 2012

EDUCATION

Bachelor's in Computer Science

Missouri University of Science and Technology • GPA: 3.5/4.0

05/2015

Electives: Evolutionary Computing, Artificial Intelligence (wrote a C++ chess AI), Object-Oriented Numerical Modeling (aka C++ for Ninjas), Data Mining

Mega Miner AI: 1st place 2013 open bracket. 2nd place 2014 student bracket.

ConocoPhillips Innovation Challenge 2014: 2nd place

SKILLS

Java, Protobuf, SQL, C++, API Design, Distributed Systems, Microservice Architecture, Data Consistency