

Arlo J. Purcell

SENIOR SOFTWARE ENGINEER

📞 (+1) 610-255-7154 | ✉️ arlo@purcell.live | 🏠 arlopurcell.github.io | 📱 arlopurcell | 🌐 arlopurcell

Summary

Senior Software Engineer with 15+ years building high-scale backend systems and distributed platforms at companies including Google, Indeed, and multiple venture-backed startups. Experienced across the full backend stack — Go, Python, Java, Elixir — with production expertise in Kubernetes, Kafka, gRPC, REST APIs, and cloud infrastructure on AWS. Thrives in environments that demand reliability, performance, and rapid iteration.

Skills

Languages Python, Rust, Elixir, Java, Kotlin, Scala, SQL, Bash, Golang, JavaScript, TypeScript, HTML, CSS

Technologies Claude Code, React, Terraform, AWS, Docker, Kubernetes, Kafka, gRPC, REST, GraphQL, FastAPI, Django, LLMs, AI

Work Experience

CloneForce

Remote

Nov. 2025 – Jun. 2026

Laid Off

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- Built a Go platform for enterprises to provision and use LLM agents.
- Integrated with Twilio to enable communication with agents via SMS and WhatsApp.
- Built system to upload and normalize files for use in the knowledge base.
- Created tooling to migrate clones between the legacy and new systems.
- Used coding agents on a daily basis to accelerate development.

Guideline

Remote

Jun. 2025 – Aug. 2025

Laid Off

SENIOR SOFTWARE ENGINEER

- Added support for flexible billing to Guideline's 401k plans using Ruby on Rails.
- Improved test coverage for document generation modules.
- Used Cursor and LLMs to assist with software engineering.
- Collaborated with other engineers and teams to solidify requirements for new features.

Iterative Health

Remote

Feb. 2023 – Feb. 2025

Laid Off

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- Built web app for managing patient journeys using a React frontend and a Python FastAPI backend.
- Integrated with internal GraphQL service to manage patient journey data.
- Created a system for on-demand decomposition of video frames.
- Supported the machine learning team by creating new tools.
- Made improvements to ML pipeline as needed for new models and use cases.
- Helped standardize the ML model life cycle using containerization.

Royal.io

Remote

Aug. 2022 – Dec. 2022

Laid Off

STAFF SOFTWARE ENGINEER

- Created generic meta transaction flow in Elixir for handling various types of blockchain transactions.
- Worked on GraphQL interfaces for payments backend.
- Integrated with 3rd party vendors to on ramp and off ramp funds to and from the platform.
- Built gRPC endpoints to communicate between microservices.

Decodable

Remote

STAFF SOFTWARE ENGINEER

Jul. 2021 – Jul. 2022

- Implemented live streaming data preview on Apache Flink using Java.
- Built system to deploy software across multi-tenant Kubernetes cluster.
- Created system to automatically access stream metadata in Decodable environment.
- Helped to build core streaming data platform.

Indeed.com

Austin, TX

STAFF SOFTWARE ENGINEER

Aug. 2014 – Jul. 2021

- Led an internal incubator team working on a two-way marketplace for child care jobs.
- Worked on internal system for categorizing and routing sales leads.
- Implemented and supported internal tooling for other engineers.
- Created internal developer environment system using Bash and Python scripts around Docker.
- Maintained and improved internal deployment management webapp using a Soy template with jQuery frontend and a Java/Spring/Tomcat backend interfacing with Git, GitLab, and Atlassian APIs.
- Improved job posting JavaScript frontend using Closure library and compiler with Soy templates.

IPsoft

Austin, TX

RESEARCH & DEVELOPMENT ENGINEER

Feb. 2013 – Aug. 2014

- Led a geographically separated team in the creation of a new AI system for human interaction, supported by relational and graph databases.
- Managed the project using agile methodologies.
- Designed and implemented a first-order logic engine in Java for interpreting and acting upon natural language.
- Conceived and realized the system for dynamically creating and executing new business processes.
- Fine-tuned module for understanding, analyzing, and storing natural language, then generating natural language responses.
- Demonstrated and explained the system to high-level executives at enterprise clients.

Google

New York, NY

SOFTWARE ENGINEER

Feb. 2012 – Feb. 2013

- Developed library for deploying video ads in client applications.
- Fixed bugs in Flash, JavaScript, iOS, and Android versions of the library.
- Designed and implemented an original new version of the Android library.
- Created a new version of the library for Samsung smart TV.
- Maintained and expanded unit and integration tests.
- Managed public releases of the library.

Micros Retail

Solon, OH

ASSOCIATE APPLICATIONS ENGINEER

Aug. 2010 – Mar. 2012

- Developed Java point of sale application.
- Developed and deployed iOS point of sale application.
- Designed and implemented customer-specific modifications.
- Worked with quality assurance and customers to determine requirements and resolve issues.

Education

Oberlin College

Oberlin, OH

B.A. IN COMPUTER SCIENCE & PHYSICS

Sep. 2007 – May 2010