

# Henry Borska

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## EDUCATION

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**Washington University in St. Louis**  
BS in Business and Computer Science

St. Louis, MO  
May 2023

## RELEVANT EXPERIENCE

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### Amazon

August 2023 - Present  
Seattle, WA

Software Development Engineer

- Re-architected the backend of an internal service used by over 3,000 weekly users for emergency product removals, utilizing AWS services including CDK/CloudFormation, SQS, Lambda, and DynamoDB, resulting in **75%** reduction in monthly costs and **2x** increase in maximum throughput.
- Transitioned the above service's backend and frontend pipelines from manual to full Continuous Deployment (CD) by adding new integration tests and approval workflows, reducing developer overhead by over **95%**.
- Revamped the team's monitoring & alarm infrastructure for our team's main service (APIs serving product information). Migrated the monitoring infrastructure both from legacy codebase to CDK and old metrics to CloudWatch, reducing CPU utilization on hosts emitting metrics by **9%** among other benefits. Improved the alarm testing process to automatically test new changes (full CD) and reduce risk of bad updates.
- Mentored our team's intern during Summer 2024. Conducted 2-3 weekly one-on-one sessions, provided design feedback, and reviewed code, leading to successful project completion ahead of schedule.
- Act as the primary point of contact for products I've developed, assisting in onboarding and debugging for other teams, and keeping wiki documentation and SOPs up to date.
- Regularly serve as the team's on-call engineer, diagnosing and mitigating customer-impacting issues that require cross-team communication and collaboration.
- Optimizing secondary index cost and latency for our main API by selectively generating index records based on precomputed record sizes, expected to lead to significant latency and cost savings.

## TECHNICAL SKILLS

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**Main Languages:** Java (best), TypeScript (good), Python (proficient), C++ (proficient)

**IaC & Cloud:** AWS CDK/CloudFormation, EC2, S3 & Athena, SQS, Lambda, DynamoDB, CloudWatch, & more

**Other Languages/Frameworks:** React, Node, Express, PHP, Ruby on Rails, Spring Boot, Solidity

## PERSONAL PROJECTS

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**CacheIt** (cache-it.bss.design) | *React Native*

Oct 2022 - April 2023

- Co-developed a geocache app where users can create and participate in custom geocaches. Implements AR similar to Pokemon GO when you are near an item.

**TeamDiff** (teamdif.xyz | github.com/momint-gg/teamdiff) | *React, Solidity*

Jan 2022 - July 2022

- Led a team of five engineers in developing TeamDiff, a play-to-earn fantasy game modeled after League of Legends and built on the Polygon blockchain.
- Created novel way of using ERC-1155 smart contracts as consumables and new proxy design for leagues.