Rachelle Mariano

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mariano.dev

Experience:

Software Engineer II: *The Pokémon Company Intl., Bellevue, WA*   **09/2019 – current**

• Built new Django/Python3 service to support Organized Play
- Built feature flag service empowering staggered releases and COVID-19 reopening
- Hydrated clients like [retail](#)/[event](#) locators via APIs and automated [documentation](#)

• Built tournament sync pipeline handling ~100,000 logs per day
- Built async, sequential log ETL and reduced processing time by 75%
- Integrated with Databricks ETL and designed dashboards answering stakeholder KPIs

• Built online activity registration and payment system
- Setup library for sharing payment components and built standalone Stripe payment app
- Built APIs that integrate with Stripe and internal clients across registration lifecycle

Software Engineer: *Klaviyo, Boston, MA*   **10/2017 – 07/2019**

• Built Python3, Kubernetes-deployed microservice for managing catalog data
- Handled 1 billion requests weekly with 99.99% of requests within SLO latency
- Serviced dynamic email sending requests for products within radius of recipient

• Built Back in Stock notifications for Shopify integrations
- Built notification backend and storefront JS widget for out of stock variants
- Accounted for ~35,000 new subscriptions and ~$70,000 in customer revenue daily

Skills:

Languages: Python (Django, Django REST framework), Javascript (React, Electron, Typescript)

Infrastructure: PostgreSQL, AWS, Docker

Education:

Harvard University, Cambridge, MA   **09/2015 – 06/2017**

Master of Arts in Biological and Biomedical Sciences

University of Miami, Coral Gables, FL   **08/2011 – 05/2015**

Bachelor of Science in Computer Science and Biochemistry