Cody Smith

Staff Software Engineer • Distributed Systems • Platform Engineering • Technical Leadership

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Professional Summary

Staff Software Engineer with 15+ years building distributed systems and developer platforms. Led architecture and cross-team platform initiatives at Intuit, Clearwater Analytics, and SAP.

Core Technical Skills

Languages	TypeScript (JavaScript), Java, Python
Frontend	React, Next.js (NextJS)
Backend / APIs	Node.js (NodeJS), REST APIs (REST), GraphQL
Cloud / Infrastructure	Amazon Web Services (AWS), Docker, Continuous Integration / Continuous Delivery (CI/CD)
Databases	PostgreSQL, Amazon DynamoDB (DynamoDB)
Architecture	Distributed Systems, Microservices, System Design, Developer Platforms
Tools / AI	Git, ChatGPT, Claude Code, Codex

Professional Experience

Indie Game Studio   Founder / Lead Engineer   Sep 2024 – Present

- **Architecting gameplay systems, multiplayer networking, and development tooling** for game projects using Unreal Engine and Godot.
- **Established build, testing, and deployment workflows** for independent game development and rapid iteration.

Intuit   Staff Software Engineer / Tech Lead   Nov 2018 – Sep 2024

- **Architected and delivered a real-time screen-sharing platform** used by customer support teams across the organization, reducing resolution time by **~20%** and improving customer satisfaction.
- **Designed and integrated a pre-LLM machine learning support assistant** into internal support workflows for chat assistance, troubleshooting guidance, and automated responses.
- **Led integration of service into Intuit's company-wide GraphQL federation architecture**, improving API consistency and enabling cross-service data access across platform teams.
- **Integrated telemetry into ML triage systems**, reducing customer support load by **~33%** and improving issue routing efficiency.
- **Provided technical leadership and architectural guidance** across service integrations and cross-team platform initiatives.

Clearwater Analytics   Senior Software Engineer / Tech Lead   Aug 2014 – Nov 2018

- **Rebuilt a production data snapshot platform from scratch** as the sole engineer and technical lead, replicating **20TB+** of production data into development and staging environments, reducing provisioning time by **~60%**.
- **Improved replication throughput and reliability** across large data sets used by engineering teams through architecture and performance work.
- **Designed an internal developer deployment platform** used by dozens of engineers across multiple teams, supporting environment visibility, version tracking, release tagging, rollbacks, and deployment management.
- **Replaced polling-based status updates with Server-Sent Events (SSE)**, reducing polling traffic by **~85%** and improving real-time deployment visibility.

SAP   Software Engineer   Jun 2011 – Aug 2014

- **Designed and built an enterprise mobile encryption application** deployed across **thousands of enterprise devices**, with architecture and technical leadership responsibility for the app.
- **Developed Android enterprise applications** integrating mobile device management (MDM), security controls, and enterprise messaging capabilities.
- **Implemented company-wide MDM support** across mobile tooling in collaboration with product, QA, security, and platform teams.

Selected Projects

codysmith.app   Full-Stack Portfolio / Engineering Site   2025 – Present

- **Built and deployed a full-stack engineering portfolio** using Next.js, Tailwind CSS, PostgreSQL, Drizzle ORM, Bun REST APIs, and Vercel, demonstrating end-to-end product ownership and production deployment.
- **Implemented localization, accessibility, responsive UI, SEO, caching, and API routes** across the application.

LiftX   Workout Tracking Web Application   2026 – Present

- **Building a full-stack workout tracking application** for exercise logging, progress tracking, and analytics dashboards, demonstrating end-to-end product development.

Education

Boise State University   B.S., Computer Science   Aug 2008 – Dec 2011