

ANDREW LARSSON

*Experienced, Hands-On
Software Architect & Leader*

📍 Draper, UT

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Programming Languages

- C# .NET - *Master*
- PHP - *Expert*
- JavaScript - *Advanced*
- C++ - *Intermediate*

Technical Skills

- Platform Architecture
- Framework Architecture
- Online Transaction Processing
- Online Event Processing
- Large-Scale Distributed Systems
- Enterprise Systems Architecture
- Enterprise Applications Architecture
- Enterprise Database Design
- Enterprise Domain Modeling
- Scaling to Enterprise/Carrier Levels
- Real-Time Communications
- Unix Operating Systems
- Systems and Applications Security
- Large-Scale Wireless Networking
- IoT System Design
- Decentralized Application Design

Business Skills

- Professional Attitude
- Pragmatic Decision-Making
- Technical Leadership
- Analyzing Ambiguous Systems
- Solving Extremely Complex Problems
- Simplifying Intricate Scenarios
- Understanding Business Operations
- Capturing Business Requirements
- Bridging the Business-IT Divide
- Making Things Easier to Comprehend
- Coordinating Broad Changes
- Weighing Costs and Benefits
- Mentoring Others

Passion

I love designing large-scale distributed software systems using Domain-Driven Design (DDD), Command Query Responsibility Segregation (CQRS), Microservices, Hexagonal Architecture, and Event-Driven Architecture. I strive to architect in a way that lasts forever, scales to any level, is easy to maintain, is open to evolution, and embraces change; all while balancing real-world constraints. I'm not afraid to get my hands dirty, and I find joy in sharing my knowledge with others. I have succeeded with what works, and I have failed with what doesn't. I have invested nearly 20 years of my life into the software craft, for both business and pleasure.

Work History

May 2023 - Present
Chief Architect
Nerd United

- Achieved Business-IT alignment on numerous projects and systems.
- Designed a system for decentralized distribution of cryptocurrency blockchain rewards.
- Designed a reusable model for tokenizing real-world actions, enabling decentralized off-chain proof-of-action.
- Designed event-driven architectures for Web3 sales platforms.

Jul 2018 - Apr 2023
Senior Software Architect
Young Living Essential Oils

- Designed numerous large-scale systems for online sales, order fulfillment, inventory control, and direct sales commission management.
- Designed and developed frameworks for high-load real-time message processing.
- Designed and developed frameworks for distributed large-scale online transaction processing.
- Taught and demonstrated to other software architects how to model and break down complex problems into simple components.
- Mentored several software development teams on software architecture and development principles.
- Led several software development teams in planning, producing, and delivering business-critical software systems.

Nov 2013 - Jul 2018
Senior Software Engineer
Vivint Internet

- Designed and developed various systems for large-scale wireless network planning and management.
- Designed multiple database schemas for network management systems and network monitoring software.
- Designed and developed multiple frameworks for high-load enterprise- and carrier-grade applications.
- Designed and developed market analysis software for large geographical areas.

Jul 2012 - Nov 2013
Software Engineer and Wireless Engineer
Rise Broadband

- Designed and developed various large-scale, distributed network management systems and tools.
- Designed and developed automatic benchmarking and network decongestion software.
- Designed and developed RF planning and analyzation software for large-scale wireless networks across the US.

Aug 2005 - Jul 2012
Software Engineer
Various Companies (full-time) and Contracts (part-time)

- Developed marketing, information, and game publishing websites.
- Developed productivity applications and business operation tools.
- Developed games.
- Managed Unix and Windows servers.