



**Adam Fleishaker**

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## **Education**

**Brandeis University**, Waltham, MA

Aug 2017 – May 2021

**Degree:** B.S. in Computer Science and Business, Magna Cum Laude, **GPA:** 3.722, **Dean's List:** 7/8 semesters

## **Skills**

Java, Scala, Python, Ruby on Rails, JS, GitHub Actions, Jenkins, Docker, Spinnaker, AWS, Terraform, Datadog, Spring, Cats Effect, Flink, SQL, agile development

## **Experience**

**Disney Entertainment & ESPN Technology**, New York, NY

Mar 2025 – present

*Sr. Software Engineer*

**Disney Streaming**, New York, NY

Jul 2022 – Feb 2025

*Software Engineer II*

- Lead and contribute to execution of multiple successful launches and resilient APIs within our team providing status of Disney+, Hulu, Star+, and ESPN+ VOD content with hundreds of thousands of events per minute, utilizing Scala, Cats Effect, Flink, GitHub Actions, AWS, Terraform, and Datadog.
- Standardized our team's onboarding of new data authorities and events to consume and derive status for within our ecosystem, leveraging smithy4s and internal tooling to programmatically define specifications and contracts for our events and APIs and deriving Scala interfaces and codecs from them.
- Pioneered our team's local development at parity with our remote environments via Terraform, Localstack, Docker and GitHub Actions, enabling quicker iteration and saving substantial sandbox infrastructure costs. Acted as a subject matter expert for our team in devops and testing automation.
- Mentored an intern and led them toward the successful development of a regression test framework for our new status applications leveraging property testing paradigms, Scala, and Localstack. Contributed to a working group drafting investment priorities toward Disney intern programs and conversion.
- Researched and championed new paradigms and tooling for our team upon its inception, laying the foundation for our usage of Terraform, Datadog, and GitHub Actions. Onboarded multiple engineers and assisted in establishing team coding standards in functional programming and agile development.

**Disney Streaming**, New York, NY

Jun 2021 – Jun 2022

*Software Engineer I*

- Developed backend APIs and microservices in support of orchestrating VOD content ingestion and supporting vendors for Disney+, Star+, and ESPN+ using AWS, Java, and Spring. Added support for features like IMAX Enhanced video format and original content bumpers.
- Executed the majority of code for a microservice supporting Star+ media orchestration, standing up our application devops, DAOs, AWS infrastructure, and event consumers. Developed Cloudwatch monitoring dashboards and architected our async, reactive event processing with Project Reactor.
- Oversaw optimizations and maintenance of the VOD pipeline regression testing framework that I initially developed as an intern, scaling it to support new specs and tenants like ESPN+ and enhanced validations. Since its inception, it has expanded in use to all of our sister teams in our department, running 5000+ invocations and saving hundreds of thousands of hours of developer time, increasing ecosystem confidence and time to release.
- Spearheaded initiatives optimizing the efficiency and reactive architecture of our VOD content ingestion, researched impacts to our codebase and carried out refactors towards JDK11 and our infra from Sparkleformation to Cloudformation stacks.

**The Haven Project**, Lynn, MA

Sept 2020 – Jan 2021

*Board Fellow & Tech Consultant*

- Oversaw, developed new features for, and assisted in the rollout of The Haven Project's piloting as the initial client of the Perlmutter App, enabling them to engage their clients comprehensively.
- Scaled the pilot Perlmutter App to prospective new clients and businesses, incorporating new feature and platform requests, supporting multi-tenancy, and establishing a governance structure for future Perlmutter Fellows.
- Acted in a tech consulting capacity recommending optimizations and automation for Haven's CRM, social media, and outreach capabilities.
- Developed strategic planning and board governance documents towards future growth for Haven.

**Brandeis University**, Waltham, MA

May 2020 – Aug 2020

*Perlmutter Fellow*

- Instituted an open-source application to help nonprofits communicate with and manage constituents in the post-COVID pandemic environment.
- Served as one of 2 developers responsible for architecting the entire platform using Ruby on Rails, PostgreSQL, Redis, and Stimulus.js, and ensured best development practices such as test-driven development, CI/CD pipelines, deployment and versioning automation, and code reviews.

**Disney Streaming Services**, New York, NY

Jun 2020 – Aug 2020

*Software Engineering Intern*

Jun 2019 – Aug 2019

- Interned for two summers as part of the team which owns the VOD pipeline that onboards Disney+ content onto the platform, accelerating my team's velocity as a direct contributor on multiple projects through the full software development lifecycle using AWS, Java, and Spring.
- Pioneered our department's first-ever automated regression testing framework as my first intern project, testing our VOD pipeline against MovieLabs and internal validations utilizing TestNG, Jenkins, and Ansible, optimizing our testing methodology and greatly improving our time to production.
- Facilitated deployments to production with other teams, load-tested our APIs with JMeter and backfilled data for hundreds of thousands of files.
- Proposed and initiated tooling integrations including SonarQube and Zebrunner, instituting team code smells, vulnerability checks and test visualization.

**Apptopia**, Boston, MA

Jun 2018 – Oct 2018

*Growth Marketing and Technical Intern*

- Developed Apptopia's Slack, Chrome, and Sheets integrations with Python, Flask, JS, Google Apps Script, MongoDB, Redshift, and internal APIs.
- Designed graphics and assisted in marketing the integrations and public interfaces, and fielded data requests from leads using Apptopia's API.