JULIAN MERCER

LEAD BACKEND DEVELOPER

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PROFESSIONAL SUMMARY

Lead Backend Developer with 12+ years guiding teams of 5-9 engineers building payment, platform, and data services. Sets architecture direction, owns reliability outcomes, and partners with product to deliver on commitments without accumulating debt.

CORE SKILLS

Backend architecture | Technical leadership | Go | Java | Distributed systems | Payments systems | PostgreSQL | Event-driven design | Capacity planning | Incident management | Cost optimization | Hiring and mentoring | Roadmap planning | API governance

PROFESSIONAL EXPERIENCE

Lead Backend Developer Feb 2023 - Present
Square, San Francisco, CA

- Lead seven backend engineers on merchant payout services, delivering a ledger rewrite on schedule across three quarters.
- Set architecture standards for service boundaries, idempotency, and event contracts, adopted by four neighboring teams.
- Established a quarterly roadmap review with product and finance partners, keeping delivery commitments visible and reducing late scope changes.
- Raised payout success rates from 99.2% to 99.8% by redesigning retry handling and failure-state visibility, so support could explain delays to merchants.
- Reduced infrastructure spend 21% by right-sizing database clusters and removing unused queues after a usage review.

Senior Backend Developer Jun 2019 - Jan 2023
Datadog, New York, NY

- Designed ingestion APIs in Go handling 1.5M requests per minute, scaling horizontally with stable p95 latency.
- Led a cross-team migration from a monolithic cron system to a distributed scheduler, retiring 90 brittle jobs.
- Coached five engineers on design docs and testing strategy, increasing independently owned feature launches.
- Partnered with SRE on capacity planning that avoided two projected saturation events.

Software Engineer Mar 2017 - May 2019
Dropbox, San Francisco, CA

- Built Python services for file-metadata synchronization, supporting a 2x increase in daily sync requests without added latency.
- Moved a nightly batch job to a queue-based design, cutting processing time from six hours to under two.
- Wrote a service runbook and alert thresholds that shortened on-call diagnosis for the metadata team.
- Mentored two new graduates through their first production releases and code review cycles.

Software Engineer Aug 2014 - Feb 2017
Salesforce, San Francisco, CA

- Built Java services for customer-data synchronization, supporting a 3x increase in connected integrations.
- Introduced contract tests between services, cutting integration breakages found in staging by 45%.
- Led a database index and query review that lowered the slowest endpoint's p95 latency 55%.

EDUCATION

B.S. in Computer Science, Georgia Institute of Technology, Atlanta, GA

CERTIFICATIONS

AWS Certified Solutions Architect - Professional | Certified Scrum Master (CSM)