



# Hendrik Buyle

## Staff Software Engineer

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## BIO

Staff Software Engineer: 11+ years at Google, 10+ as Tech Lead, 5 as People Manager

Designing and building ultra large scale data processing pipelines and back-end systems. Worked on Gmail, Google Chat, GSuite Security Center & Google's in-house cyber security Detection & Response Platform

## EXPERIENCE

Feb 2014 - Present

Google

*Staff Software Engineer (TL) - AppHub, Google Cloud Platform*

Provided technical leadership for the GCP AppHub team, focusing on data ingestion strategies.

Lead the development of the ingestion systems to power unified application-centric platform for Google's Cloud offerings.

*Staff Software Engineer (TL/M) - Detection & Response Pipeline, Core*

Led the development of the enrichment component for Google's next-generation Detection & Response Pipeline, processing over 100M events per second.

Successfully deprecated the legacy detection system, enhancing operational efficiency for security teams across Google.

Collaborated with cross-functional teams to enrich security logs at 10M+ QPS from thousands of diverse data sources.

*Staff Software Engineer (TL/M) - Google Chat, Cloud*

Led the "Google Chat Integrations" team during the pivotal consolidation of Google Chat with Gmail and Meet.

Designed and implemented multiple back-end integrations with Google Meet, Tasks, and Drive to enhance user experience.

*Senior Software Engineer (TL/M) - GSuite Security Center, Cloud*

I spearheaded the infrastructure engineering initiatives for the GSuite Security Center. I led a 10+ team in creating the 'Action Pipeline' for the

Security Investigation Tool, capable of performing security mitigations at high volume.

Additionally, I designed the Security Rules project, empowering customers to automate security detections based on custom queries, ultimately enhancing their security posture.

*Senior Software Engineer (TL) - Learning & Development, CorpEng*

Joined the company as a Software Engineer working on 'Celsus' a back-end system capable of aggregating the content from Google's many Learning & Development systems and surfacing them into a unified front-end.

Starting TLing the team after ~2 years.

Feb 2013 - Jan 2014

Mindspark, an IAC/InterActiveCorp company, New York City

*Software engineer (back-end)*

As the sole back-end engineer for the 'recipes' project, I architected and developed a REST API using Spring MVC, which is currently used to power recipe related smart answers for the ask.com search engine.

I joined the back-end development team of price finder, a tool which extracts product information on online retail websites and provides price comparison information.

There I developed our automation site modelling solution, adding support for 3000+ online merchants in one day.

I spearheaded, designed and developed our regression tool: A fully automated and distributed systems which checks for data extraction failures on thousands of supported websites.

May 2009 - Dec 2012

Smals, Brussels, Belgium

*Java Developer*

Using technologies such as Spring, GWT, Drools and Spring batch we modernized and automated this department's two functions: to process data flows between government departments and to use that data to calculate and pay social security payments to millions of Belgians.

As the sole developer of the work planning module, I successfully used OptaPlanner in order to implement a solution for the organisation's employee scheduling problem.

The main challenge laid in translating the extremely complicated and continuously changing business processes caused by decades of law-making into a robust, scalable and easily maintainable system.

Feb 2008 - Dec 2008

3RDSense Australia Pty, Sydney, Australia

*Flash game developer*

I was given the chance to develop a couple of my own games from scratch. Both games ended up being very successful driving web traffic back to the company's games portal.

Sep 2007 - mid 2009

Self employed

*Web application developer*

Designed and built web applications for the Facebook platform using my knowledge of PHP, MySQL, JavaScript and Flash.

At the height of their success the combined applications reached 1.5M unique visitors a month.

## EDUCATION

- |             |   |
|-------------|---|
| 2006 - 2007 | Trinity College Dublin, Dublin, Ireland<br><i>MSc. Multimedia Systems</i> |
| 2001 - 2006 | Ghent University, Ghent, Belgium<br><i>MSc. Computer Science</i>          |

## SKILLS

- |                       |  |   |   |
|-----------------------|--|---|---|
| Architecture & Design | <ul style="list-style-type: none"> <li>▪ Large-scale back-end systems</li> <li>▪ Detection &amp; Response Platforms</li> </ul> | Complex full-stack web applications   | <ul style="list-style-type: none"> <li>▪ Data processing pipelines</li> <li>▪ Machine Learning</li> </ul> |
| Languages             | <ul style="list-style-type: none"> <li>▪ Java</li> <li>▪ Python</li> <li>▪ PHP</li> </ul>                                      | <ul style="list-style-type: none"> <li>▪ Golang</li> <li>▪ C++</li> <li>▪ ActionScript 2.0</li> </ul> | <ul style="list-style-type: none"> <li>▪ SQL</li> <li>▪ SQL</li> <li>▪ C#</li> </ul>                      |
| Leadership            | <ul style="list-style-type: none"> <li>▪ People management</li> <li>▪ Team development and growth</li> </ul>                   |   |   |
|                       |  | Technical mentorship  | Team performance management   |