



# Hendrik Buyle

Member of Technical Staff

Large-scale systems, security platforms, cloud infrastructure, and technical leadership.

LOCATION  
San Jose, CA

PHONE  
917-525-9521

EMAIL  
hendrik.buyle@gmail.com

## 01 BIO

**Member of Technical Staff at OpenAI:** senior engineer focused on large-scale systems, cloud infrastructure, security platforms, and technical leadership.

Previously spent 11 years at Google, including as a Staff Software Engineer in roles across GCP AppHub, Google's Detection & Response Pipeline, Google Chat, and GSuite Security Center.

## 02 EXPERIENCE

Nov 2025 - Present

### OpenAI

*Member of Technical Staff - San Francisco, CA*

Jan 2025 - Nov 2025

### Google

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

- Provided technical leadership for the GCP AppHub team, focusing on data ingestion strategies.
- Led the development of ingestion systems powering a unified application-centric platform for Google's Cloud offerings.

Mar 2021 - Jan 2025

*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.

Sep 2019 - Mar 2021

*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.

Sep 2017 – Sep 2019

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

- Led infrastructure engineering initiatives for GSuite Security Center, including a 10+ person team building the Action Pipeline for the Security Investigation Tool.
- Designed the Security Rules project, empowering customers to automate security detections based on custom queries.

Feb 2014 – Sep 2017

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

- Built Celsus, a back-end system aggregating content from Google's Learning & Development systems and surfacing it into a unified front-end.
- Became tech lead for the team after roughly two years.

Feb 2013 – Jan 2014

**Mindspark Interactive Network, an IAC/InterActiveCorp company**

Software Engineer

- Architected and developed a Spring MVC REST API powering recipe-related smart answers for the ask.com search engine.
- Joined the back-end development team for Price Finder, a tool that extracts product information from online retail websites and provides price comparison information.
- Developed automation site modeling that added support for 3000+ online merchants in one day.
- Worked on an automated distributed regression tool for detecting data extraction failures across thousands of supported websites.

May 2009 – Dec 2012

**Smals, Brussels, Belgium**

Java Developer

- Modernized Java infrastructure for Belgian social security systems, automating data flows and payment calculations for millions of citizens.
- Used GWT, GXT, Drools, Drools Planner, Spring, Spring Batch, Hibernate, and JSF across enterprise Java applications.
- Translated complex and continuously changing government business processes into robust, scalable, maintainable systems.

Mar 2008 – Dec 2008

**3RD SENSE, Sydney, Australia**

Flash Game Developer

---

03  
**EDUCATION**

2006 – 2007

**Trinity College, Dublin**

Master of Science (MSc), Multimedia Systems

2001 – 2006

**Ghent University, Ghent, Belgium**

MSc, Computer Science

---

04  
SKILLS

TOP SKILLS

---

Technical Leadership

---

People Management

---

Large Scale Systems

SYSTEMS

---

Data ingestion strategies

---

Large-scale back-end systems

---

Data processing pipelines

---

Detection & Response Platforms

---

Cloud infrastructure

---

Big data persistence systems

PROGRAMMING

---

Java

---

Golang

---

SQL

---

Python

---

TypeScript

---

C++

---

PHP

---

C#

