

Eric Crook

Software Engineer — Startups, Backend, Infrastructure, Analytics, AI

San Francisco Bay Area · erictcrook@gmail.com · 805-448-3351
linkedin.com/in/eric-c-11385540 · github.com/TheRedWizard

SUMMARY

Hands-on IC with 24 years writing production software and 12 years leading teams. I design and run data-heavy systems — games at 2.5M DAU, analytics pipelines over 1B events/day, and LLM / agent stacks that stay cheap. Recently focused on agentic engineering and agentic labor. Happiest shipping code.

SKILLS

Agentic / LLM: Claude Code, Cursor, LangChain, vLLM, dSPy, ChromaDB, Weaviate, Pinecone, Hugging Face + LoRA, OpenAI / Claude APIs, Amazon Bedrock, LLM-as-judge evals

Languages: Python, Rust, Go, TypeScript / Node.js, Java, C#

Infra / Cloud: AWS (EKS, Lambda, S3, Athena, Redshift, SageMaker, Bedrock, KMS, PrivateLink), GCP + BigQuery, Terraform, Docker, GitHub Actions, Grafana / Loki, RunPod, Vast.ai

Data: Polars, Pandas, PyTorch, Postgres, MySQL, PrestoDB, Redshift, MongoDB, Kafka, Kinesis

Compliance: GDPR, COPPA

EXPERIENCE

Founding Engineer — Flowtel (YC W25)

Mar 2026 – Jul 2026

San Francisco (Hybrid)

- Built low-latency voice booking agents for hospitality: reservations, live rates and restrictions, and card capture through secure vaults.
- Stood up deterministic and LLM-as-judge evals with multi-persona simulated customers; integrated multiple voice providers (Cartesia stood out).
- Got customers from onboarding to a live agent in under 5 minutes; built demos, live dashboards, and ops-ready multi-repo deployment standards.
- Shipped agentic tool use / browser automation, automated outreach and GTM mapping, and agentic sales agents.

Founder — math.technology

Feb 2025 – Present

Remote

- Architected an end-to-end LLM analytics stack (Python + Rust + Polars) ingesting >2 GB/day of events: feature extraction, dashboards, proactive insight alerts, and daily/hourly reports.
- Cut compute spend ~90% vs a prior Python-on-EC2 pipeline with serverless + Rust/Polars.
- Added RAG (LangChain + Chroma) so customers can query their own data in natural language via Slack.
- Deployed vLLM microservices on EKS with GPU and CPU autoscaling; built dSPy prompt optimization plus an eval harness that blocks deploys regressing accuracy, latency, or relevancy.
- Added S3 + Redis + Lambda caching and token budgeting to cut LLM cost; isolated customer data with PrivateLink, VPC endpoints, and KMS.

Staff Software Engineer — Moescape

Apr 2024 – Dec 2024

Remote

- Mined Stable Diffusion images and multi-LLM chat logs for search and health-and-safety policy enforcement.
- Built platform features in Go (comments, search, backend APIs) and trained/shipped image-categorization models on GPU providers.
- Tightened CI/CD to shrink build-to-deploy loops; optimized BigQuery dataflow and saved thousands of dollars per month.

Principal Software Engineer — Midnight

Dec 2022 – Sep 2023

Remote

- Built multi-chain Web3 logic for currencies and cross-game digital goods, including OpenSea ingress/egress.
- Owned mint, trade, destroy, and forge flows for NFTs on-chain and in-game, with an eye on security.

Chief Technology Officer — Dorian

Jul 2019 – Aug 2023

San Francisco

- Led engineering for a no-code interactive-fiction platform that turns stories into monetizing games.
- Built the analytics stack (PrestoDB, SageMaker, QuickSight, Looker, IBM Watson); ran AWS infra, scaling, cost, and GDPR.
- Shipped pricing automation; managed cross-zone teams; supported fundraising including the \$14M Series A.

Director of Engineering — Megastar Millionaire (ASX:MSM)

Jan 2016 – Jun 2019

Oakland, CA

- Head of engineering and analytics at a publicly traded digital entertainment startup: Cordova mobile through Aurora/Redshift.
- AWS infra, cost, and on-demand scaling; random-forest models for categorization and prediction; Redshift + Kinesis analytics.
- GDPR compliance officer; managed engineers, analysts, and data scientists. Awarded 2 machine-learning patents.

Director of Engineering → Principal Software Engineer — Nexon Mobile

Oct 2013 – Dec 2015

San Francisco Bay Area · acquired Gloops

- Built the core analytics system processing 1B+ events/day; UA automation via automated experimentation.
- Platform services, AWS, and data teams across two offices supporting a dozen game studios; backend for DomiNations at 2M+ DAU.

Platform Engineer — Gloops

Jun 2012 – Sep 2013

San Francisco

- Tech lead for analytics, scalability, availability, and cloud infrastructure; game backends, leaderboards, login, and security. Acquired by Nexon.

Senior Software Engineer — Digital Chocolate

Oct 2008 – Jun 2012

San Mateo

- Backend on Millionaire City (2.5M DAU); lead backend on multiple games at 300K+ DAU; analytics / Tableau / data engineering.

EDUCATION

B.S. Computer Science — California Polytechnic State University, San Luis Obispo

HIGHLIGHTS

- Assisted with raising **\$30M+** across Dorian and Megastar Millionaire (ASX:MSM).
- Machine-learning patents: [11,238,544](#) · [11,334,836](#)
- Multi-million DAU products in gaming; Gloops acquisition by Nexon.