

# Andrew Steinborn

Brooklyn, NY

Resume, January 2025

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GitHub: @astei

## Summary

Experienced software engineer with an unconventional background. Passionate about problem solving, going deep and wide, learning new concepts, and thinking about what needs to be done to scale a system to ever higher volumes.

## Experience

Ramp Business Corporation, New York, NY

**Staff Software Engineer, Spend Platform**

*November 2021 - Present*

*September 2024 - Present*

- Engaged in a redesign of how credit card transaction processing works at Ramp.

**Senior Software Engineer, Spend Platform**

*June 2023 - September 2024*

- Reworked how webhook handling works at Ramp to improve reliability, observability, and serviceability.
- Substantially refactored card issuing logic at Ramp to pay off technical debt, improve flexibility, and place Ramp in a better position to expand internationally.
- Identified over \$300,000 of annual AWS cloud savings for our primary RDS instance.

**Senior Software Engineer, Bill Pay and Payments**

*March 2023 - June 2023*

- Built the infrastructure to identify payments to be sent using state money transmitter licenses and direct payments to the correct bank account for payment.
- Developed infrastructure to be leveraged for producing payment receipts, including PDF rendering and automating retrieval of payment trace details.

**Software Engineer, Bill Pay and Payments**

*November 2021 - March 2023*

- Added support for international payments, allowing Ramp to generate revenue from its Bill Pay product by charging for international payments.
- Extended Ramp's payments platform to support a variety of internal payments use cases, including an initiative that dramatically lowered Ramp's cost of capital for settling purchases on cards.
- Migrated FBO money transmission payments to a new BaaS provider, providing millions of dollars of COGS cost savings for Bill Pay and Reimbursements.
- Triaged and resolved customer issues that were escalated to engineers.
- Technologies used: Python (Flask/FastAPI), Celery, PostgreSQL, TypeScript, AWS, Terraform

Branch Technologies, Inc., Kirkland, WA (remote)

**Software Engineer**

*February 2021 - October 2021*

- Improved conversions by improving website load times, implementing new features, and optimizing backend infrastructure and client performance.
- Created local development environments to enable rapid development turnaround times.
- Technologies used: Java, JavaScript/TypeScript, Python (Flask), React, Phaser game engine, AWS, Terraform, PostgreSQL, Spring Boot/Web MVC, Project Reactor

University of West Georgia, Carrollton, GA

**Computer Science Teaching Assistant**

*January 2019 - November 2020*

- Provided tutoring for students with assignments and labs in introductory computer science classes in Java, JavaScript, and Python.
- Graded assignments with HTML, CSS, JavaScript, and Python code.

- Oversaw and answered questions in supplemental instruction sessions with students.

Mineteria, Inc. (now Voldex Games)  
**Software Engineer**

March 2018 - February 2021

- Wrote software to allow scaling and effectively manage *Minecraft* servers running within Kubernetes.
- Built an extensible, high-performance reverse proxy capable of supporting thousands *Minecraft* players at a time on a single machine.
- Contributed to the frontend design of a web store using React and Cloudflare Workers, allowing the company to sell virtual products, including the ability to share products across PC and mobile versions of *Minecraft*.
- Enhanced Java-based *Minecraft* modifications to be more scalable and easier to maintain.

Tebex Limited, Nottingham, UK (remote)  
**Developer**

November 2015 - August 2017

- Rewrote the main customer-side gaming e-commerce integration software using a platform-independent core written in Java, increasing customer satisfaction.
- Enabled the company to support games outside of *Minecraft: Java Edition*, starting with a plugin for *Minecraft: Bedrock Edition* servers written in PHP.
- Collaborated on the development of a new REST API for gaming e-commerce purchases, which has processed over 9 figures in payment volume across a variety of video games.

## Skills

- |                         |                               |
|-------------------------|-------------------------------|
| • Java                  | • SQL (MySQL and PostgreSQL)  |
| • Python                | • Redis                       |
| • Go                    | • Linux system administration |
| • HTML/CSS              | • Git                         |
| • JavaScript/TypeScript | • Terraform                   |
| • React                 | • Amazon Web Services         |

## Education

University of West Georgia, Carrollton, GA  
**Bachelor of Science, Computer Science**

Did Not Graduate

- Dean's List, Fall 2017 – Fall 2019
- Honors College student
- ACM President from Summer 2019 to Spring 2021