

Hi. My name's Paddy.

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I'm a software engineer who's **a bit obsessed with systems**. I want to **make cool things** with **people I like** and to **be proud of the work we've done** at the end of the day.

I've been writing software since I was a teenager; in college, **my app 2cloud was featured in Lifehacker and Wired**. I learned a lot about talking to my users, building for scale, product management, project management, and the ins and outs of running a business. "Formative" gets tossed around a lot these days, but if the shoe fits.

After college I went to work for a company called **Iron.io**, where I was their first **developer experience engineer**. I **built out their developer center**, documenting the product's API, **maintained client libraries** in a variety of languages, and gave so many **talks and demos** at conferences and hackathons.

After Iron.io, I moved on to a company called **DramaFever**, where we streamed kdramas and Latin American telenovelas. I joined as a **Software Engineer** to help them **evolve from a Django application to Go microservices**.

When I left DramaFever, I joined up with **HashiCorp** while it was still small, somewhere around 50 employees. I got to work on **Terraform** while it was still one tiny team doing everything. I spent a couple years taking ownership of the Google Cloud Platform provider and **forging a partnership** with Google that let us co-maintain the application effectively—so effectively, we were **awarded the Google Cloud Partner of the Year in 2018**, while I was still leading our efforts. The team grew and I was **made the Tech Lead** for the HashiCorp half of the partnership, working closely with my friends on the Google side to push the limits of provider development. At the end of 2019, my manager tapped me to **lead the Terraform Plugin SDK team**, charged with making the tools our community used to make providers. Over the course of a year, we **rebuilt the entire developer experience from the ground up**, and the whole initiative was an unqualified success.

When it was time to leave HashiCorp, I joined up with **LaunchDarkly**, where I worked on the **Billing & Internal Systems** team, helping to **bring some structure and patterns to legacy systems** that had been built in a rush, while **building out support for new billing strategies** and vetting and collaborating with vendors.

I left LaunchDarkly to join **Clerk**, where I helped build the **data model and system architecture** of the Clerk Billing product. I worked on a small team with **direct ownership of the product**, and helped ship multiple new features while **building a foundation for future growth**.

I'd like to come do some cool stuff with you.

Just skimming? *Hey, no shame.*

Where I've worked

- Iron.io, Developer Experience Engineer
(2012-2013)
- DramaFever, Software Engineer
(2013-2016)
- HashiCorp, Engineering Lead
(2016-2021)
- LaunchDarkly, Staff Engineer
(2022-2025)
- Clerk, Staff Engineer
(2025-2026)

What I'm great at

- Remote work
- Go
- API design
- Large projects
- Automation
- Leading teams

Work I'm proud of

- <https://github.com/hashicorp/terraform-plugin-framework>
- <https://github.com/impractical/pan>
- <https://github.com/darlinggo/trout>
- <https://github.com/impractical/genhttp>
- <https://github.com/impractical/clif>
- <https://github.com/impractical/template>