Grady Berry Ward

Portfolio + Blog, LinkedIn, Github

grady.b.ward@gmail.com 937 Roxwood Ln, Apt A Boulder CO 80303 802-503-5201

Experience

Co-Founder + Software Engineer, Silicon Ally - a Tech Non-profit

2021-12-05 to Present, Full Time (40h/week), Reference: Co-Founder <u>Brandon Sprague</u> (email) Remote. Boulder CO

- Co-founded <u>a 501(c)(3)</u> that helps philanthropic organizations scale their impact using technology.
- Built software for five clients using Postgres, GoLang, Typescript, Vue, Nuxt 3.
- Ran client outreach and product management, writing PRD responses, mocks, scopes of work, and timelines for prospective projects.
- Became an in-house expert in frontend development, including user experience, design, and Single Page Application (SPA) and Server Side Rendering (SSR).
- Built out several open-source projects for reuse internally and publication externally.
- Delivered three different six-month-or-longer projects on time and under budget.

Visiting Fellow, Integrity Institute - a Think Tank Protecting the Social Internet

2023-07-01 to Present, Part Time (15h/week), Reference: Fellowship Advisor <u>Sahar Masachi</u> (<u>email</u>) Remote. Boulder CO

- Conceived of, pitched, designed, built, and wrote a guide for product managers and regulators for how to minimize digital harms through design: <u>features.integrityinstitute.org</u>
- Created the guide as a wiki, so that it could be easily editable by other Integrity Institute members.
- Built the technical infrastructure for the guide using Postgres, Strapi, Typescript, Nuxt 3, and Vue.
- Wrote ~120,000 words of content for the first draft of the guide.
- Reached over one-thousand unique visitors to the guide in the first month of operation.
- The guide has been featured in industry publications (Everything in Moderation), podcasts (Trust in Tech), and has been adopted by the Integrity Institute with full-time staff support.

Senior Software Engineer, Google

2020-09-01 to 2022-01-05, Full Time (40h/week), Reference: Manager <u>Matt Gimlin</u> (<u>email</u>) Remote (COVID), Boulder CO

- Led the Drive Counter-Abuse Team (5 engineers), reducing harm for the 1B+ users on Google Drive.
- Made XX% reductions in Spam, Malware, CSAM, and health misinformation (can't disclose precise).
- Worked in Java and Golang, using a wide array of internal Google tooling and infrastructure.
- Implemented novel forms of limited content restriction to provide more granular enforcement.
- Invented and implemented a novel mapreduce compression algorithm to enable event-tracking on a scale ~50x the size of the previous largest (Youtube View Counts) on a 1T+ object corpus.
- Created a technical and policy framework for scanning content for abusive activity to balance between privacy and safety. Built consensus across six teams, and got approvals from SVP for Google Cloud.
- Served on a hiring committee, organized team events, and led a computer-science book club.

Software Engineer III, Google

2018-03-01 to 2020-09-01, Full Time (40h/week), Reference: Manager <u>Jason Wendling</u> In Person, then Remote (COVID), Boulder CO

- Member of the Drive Data Stewardship team, a team of 20 working in Java on data-health on Drive.
- Revamped the Drive Privacy Review process, reducing delays by 70% and increasing review efficacy.
- Fixed and backfilled a tricky versioning bug that endangered several million files.
- Mentored six interns, all of whom later transitioned into full-time roles (or repeat internships).

Software Engineer II, Google

2016-08-01 to 2018-03-01, Full Time (40h/week), Reference: Manager <u>Sanjiv Narayan</u> In Person, Sunnyvale CA

- Member of the GSuite Enterprise Infrastructure team.
- Translated GDPR requirements into infrastructure to enable user control over core-service wipeout, integrating with a dozen other teams to deliver a risky set of features before a tight regulatory deadline.
- Built and stewarded a framework for validating Data Integrity within the enterprise platform. Onboarded six other teams, found 10+ critical bugs, and reduced the frequency of support tickets by 40%.

Education

B.S. Brandeis University 2016

2012-08 to 2016-05, Waltham MA

- Earned a Bachelor of Science in Computer Science, Mathematics and Economics (Triple Major).
- Graduated Summa Cum Laude (3.997 GPA), Phi Beta Kappa (as a Junior), won several prizes.
- Earned Highest Honors in Computer Science with <u>a novel thesis</u> on the Graph Isomorphism problem.
- 12-season varsity athlete (4:21 mile), 7-semester Teaching Assistant, 2 years as a Resident Assistant, 2 years in student government as the Student Representative to the Board of Trustees.

Community Roles

Member, Integrity Institute

2022-02-16 to Present, (5-10h/week)

- Member of the second cohort of the Integrity Institute, a think tank focused on reducing online harms.
- Wrote the first draft of a WSJ op-ed, contributed to amicus briefs, co-authored best practices decks, and led a conversation on privacy in integrity. Was selected as a Visiting Fellow in light of these contributions (see above).

CIPT, International Association of Privacy Professionals (IAPP)

2021-07-29 to Present

- Certified as a Certified International Privacy Technologist (CIPT), maintained status in the IAPP via continued privacy education, including through conferences and public speaking.

Juror, San Francisco Civil Grand Jury

2017-2018 Term, (20h/week)

- Chaired an investigative committee and made significant contributions to the published reports.

Technical Capabilities

Mastery: Golang, Typescript, Javascript, Nuxt, SASS + CSS Preprocessors

Fluency: Java, Vue, SQL, Postgres

Comfortable but rusty: Python, MATLAB, R, React, TensorFlow, Docker, Terraform, GCP, AWS, Azure

Relevant Hobbies

Fourth Amendment Jurisprudence

I'm an armchair expert in privacy as it pertains to the Fourth Amendment, and have written some thoughts on the fundamental limitations of case law to perform rights balancing, how to unwind consumer surveillance, and why we should seek to create tools of surveillance <u>like those of a dog's nose</u>.

Generative Art

In my spare time I enjoy making generative art and <u>building tools</u> that allow others to do the same.