Toby Hodges

Experienced principal software engineer with domain expertise in API design. Passionate about creating equitable software for *people.*

Selected Experience

Principal Software Engineer · 2022–Present
Autodesk, Inc. · Remote (Portland, OR)

- Own and steward the Unified Control Plane source, the Kubernetes core of the Autodesk internal developer platform, increasing developer experience satisfaction to 77%.

- Implement vendor-agnostic observability and resiliency APIs in Kubernetes resulting in 14% reduced overall time to new regions and 99% reduced time to change vendors.

IT Engineer Infrastructure · 2020–2022
Kaiser Permanente · Remote (Portland, OR)

- Created self-service automation for production and test environment builds.

Software Engineer, Intern, R&D · 2016
Autodesk, Inc. · Portland, OR

- Developed physics and graphics engine for Autodesk Inventor FIRST® robotics sim.

Education

Urban Design Graduate Certificate · 2026
Portland State University

BS, Applied Computer Science · 2016–2020
Oregon State University

- Capstone project in machine learning, computer vision, and autonomous research.

Certifications

The Linux Foundation

- **Certified Kubernetes Application Developer** · 2025
- **Certified Argo Project Associate** · 2024
- **Prometheus Certified Associate** · 2025

Skills

- API Design, Development, and Documentation
- Architectural Drawings and Diagrams
- Cloud Infrastructure
- Go · TypeScript · Python
- Kubernetes Extension and Application Development
- Observability-driven Development with OpenTelemetry

References on request