Thomas Bouldin

Engineering leader for developer platforms

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TALKS (full list at inlined.dev/talks)

Parse Developer Day · F8 · Google I/O (5x) · Google Cloud Next (2x) · Firebase Dev Summit · O'Reilly Fluent

EXPERIENCE

Google

Firebase Senior Staff Software Engineer, Platform Tech Lead (L7) — 2025 - present

Led Function Kits as the replacement for Firebase Extensions, turning a shutdown into an upgrade

- Set strategy with senior leadership against external deadlines, then trained and handed off to the owning team
- Closed feature gaps and shipped an agent skill and tooling to migrate Extension code and deployments
- Consolidated the portfolio, removing feature drift risk and cutting ongoing maintenance

Embedded with Genkit for its 1.0 launch

- Redesigned HTTP bindings so switching frameworks takes one line of code and middleware works everywhere
- Built Next.js support, rebuilt Express and Firebase Functions support on new design, and hardened streaming
- Made Genkit telemetry work on App Hosting with zero configuration

Shaping platform-wide strategy across organizations and specialties

- Led serverless capacity de-growth and reclamation ahead of urgent constraints, triaging each partner
- Coordinated abuse mitigation strategies with platform leaders, legal, privacy, and government agencies
- Built process and tooling for vulnerability triage and burndown
- Negotiated Google Cloud Platform requirements to unblock Firebase fleet consolidation
- Wrote the playbook for exposing Cloud Run features in App Hosting, proven with VPC and always-on CPU

Driving org-wide AI SDLC and developer-empathy work, using a production side project to find gaps

Firebase Tech Lead & Software Engineering Manager (L6) — 2021 - 2025

Built and redirected an org of 16 SWEs, two agencies, and XFN partners to launch App Hosting at I/O 2024

- Standardized dual assignment of legacy and greenfield products, keeping headcount fluid and visibility shared
- Drove App Hosting's early design and the Web Frameworks experiment to test product-market fit
- Set the App Hosting roadmap with product and UX, with cut lines to protect the MVP
- Aligned roadmaps across orgs so App Hosting packaged Google best practices transparently
- Every quarterly anonymous survey on psychological safety, belonging, and purpose was 90-100% positive
- Mentored the team to higher promotion rates than peer teams

Technical lead of Firebase Functions from V2 planning to release, then handed off to mentee

- Mitigated date-driven launch without feature parity, shipping stopgaps and features for understaffed partners
- Drove independent memory and CPU, which Forrester cited along with Firebase integrations when naming Google a FaaS Leader
- Created infrastructure, contract, and checklist for new languages, leading to Python and Dart support

Google Cloud Platform Staff Software Engineer (L6) — 2017 - 2021

Co-created the CloudEvents standard with serverless.com and CNCF to unify event metadata across clouds

Early contributor to the Knative working group, a serverless OSS spec and reference implementation

Rebuilt Cloud Functions and Cloud Run's monitoring pipeline and added Cloud Trace support

Built tooling that expanded the set of event providers and their reliability

Firebase Senior Software Engineer (L5) 2015 - 2017

Proposed, staffed, and led Firebase Functions, delivering every planned integration across four orgs on schedule

Built the Realtime Database event pipeline, generalized it, and worked with four launch partners to integrate

Improved Realtime Database reliability

- Built MongoDB observability dashboards and trained the team on its performance
- Migrated the fleet with zero downtime under LTS pressure, proving an N^2 regression to MongoDB from source

Added features such as promise support and atomic counters

Parse

After Facebook acquisition Senior Software Engineer (L5) 2013 - 2015

Led the patent-winning push notifications team, serving over a billion app installs daily

- Rewrote Parse's Android push network in Go, freeing capacity and increasing performance and reliability
- Rewrote push queues for 100x throughput, and built Resque in Go for gradual migrations

Coordinated with Ops teams to improve reliability, observability, and performance, especially in the data layer

Pre-acquisition Software Engineer 2012 - 2013

Seventh non-founder hire, working across infrastructure, the iOS and Android SDKs, and push

Addressed bugs and constraints of early mobile platforms

- Traced file upload failures on cellular to an error in iOS' networking library and built a replacement
- Invented mmap extension to NSData allowing Parse blobs to not count against iOS RAM limits
- Debugged driver and protocol issues in custom Android push network

Implemented novel features such as native subclassing and recipient-local scheduled push notifications

Google Software Engineer III (L4) 2010 - 2012

Scaled Image Search indexing by migrating it to Percolator

Microsoft Software Development Engineer II 2007 - 2010

Built a general-purpose app-streaming prototype for Windows, earning four patents

- Discovered OS integration points and remapped them so the host saw apps living inside the image
- Invented a ZIP extension for random block-aligned fetches so a file system driver could stream on demand
- Matched Office Click-to-Run capabilities and SLA without being built for Office

BEYOND 9-5

Memelord: a second-screen party game for communities' inside jokes, built with an AI-first solo SDLC

- Multi-stage AI pipeline for iterative creative writing assistance, addressing safety, novelty, and diversity

Scuba: PADI IDC Staff Instructor (inactive since H2 '25) with 100+ certifications, leading in life-critical situations

EDUCATION

B.S. Software Engineering, California Polytechnic State University, San Luis Obispo