

Griffin Brodman

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Highlights

- Engineering leader who loves working at start-ups and scaling them, fixing any and all problems as they crop up.
- Mentorship and coaching focused leader building autonomous teams that balance execution, quality and people development.

Work Experience

Engineering Lead, Core Product

Apollo.io || Fall 2021 - Present || Remote

Previously Senior Engineering Manager, Search & Discovery (2024 - 2026)
and Engineering Manager, Prospecting & Chrome Extension (2021 - 2024)

- Lead an organization of 46 responsible for Apollo's core web app product.
- Responsible for Apollo's Core Product pillar: Rep Experience, Controls, Deliverability, Warm Outbound and Dialer.
- Manage a large organization with managers reporting directly; previously led the Search and Chrome Extension teams of 9 engineers combined.
- Launched a cross-functional culture initiative within months of joining that became a lasting institution at Apollo.
- Significantly reduced the critical-incident backlog and drove meaningful technical documentation across the team.
- Partner directly with customers and Customer Support to save at-risk accounts from churning; led Apollo's Tech Blog.

Engineering Manager

BarracudaFX (a Broadway Technology company) || Winter 2021 - Fall 2021 || Remote

- Led an Engineering team of 9 working on the flagship Dealer-to-Customer product offering; responsible for on-time delivery of critical customer-committed projects.
- Managed five direct reports; chosen to take over multiple failed projects and bring them back to on-time delivery.
- Led audit and development of a new company-wide process for fielding customer escalations, reducing cost spent on dispatch and the incidence of P1 incidents.
- Led the interdepartmental split of JIRA, Confluence and other backend systems for the company divestment, with zero impact to customers and billing.

Engineering Manager / Software Development Consultant

Broadway Technology || Summer 2016 - Winter 2021 || New York City / Remote

- Developed, owned, and supported trading applications on distributed systems that traded hundreds of millions of dollars a day, written in Python and C++.
- Architect and lead developer of a bespoke distributed pricing solution; formalized a Python component wrapper now standard across multiple customers.

Education

Cornell University

College of Engineering || GPA: 3.7 || '16

Major: Computer Science

Concentration: Software Engineering

Minor: Business