

Elliot Gluck

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Experience

Eden Cooperative Oct. 2025 – Present
Senior Software Engineer *Topanga, California (Hybrid)*

- Owned end-to-end deployment and scaling of a production AI assistant on Cloudflare Workers AI
- Built and optimized backend systems (NestJS, Neo4j) supporting 1,000+ concurrent users
- Designed and implemented edge-native delivery patterns using Cloudflare Images, Stream, and Workers
- Diagnosed and resolved production issues in real time, driving rapid iteration based on team and user feedback

Alpha Grove Strategies Jan. 2025 – October 2025
Founding Software Engineer *London, United Kingdom (Remote)*

- Built and shipped a low-latency conversational voice AI system from prototype to production
- Developed distributed systems using Cloudflare Workers + Durable Objects with stateful session handling
- Implemented real-time pipelines for transcription, sentiment analysis, and structured extraction
- Established deployment and incident-response workflows, improving system reliability

Delvona Nov. 2021 – Jan 2025
Software Engineer *Seattle, Washington*

- Designed and shipped high-performance websites for enterprise and startup customers using Next.js and React
- Led development and deployment of AI-driven data systems for client engagements, including GraphRAG knowledge platforms that transformed unstructured data into queryable graph and vector representations
- Built Kafka data pipelines, enabling scalable processing of large document sets
- Architected production systems across compute, storage, and data layers to accelerate client time-to-production

Microsoft May 2020 – Dec. 2021
Azure Hub Associate (Cloud Engineering) *Redmond, Washington*

- Designed and supported Azure-based cloud architectures for enterprise and public-sector deployments
- Translated business and technical requirements into scalable, production-ready infrastructure
- Troubleshoot complex cloud deployments and guided reliability, performance, and cost optimization

Octohost Jan. 2017 – Nov. 2018
Founding Engineer *Bellevue, Washington*

- Built and operated a distributed game server platform using Docker and Kubernetes, focused on low-latency performance and reliability
- Designed deployment automation and infrastructure patterns for repeatable provisioning and safe rollouts

Education

Washington State University
Bachelor of Arts

Skills

Cloud & Infrastructure: Cloudflare Workers, Durable Objects, KV, R2, D1, AWS, Azure, GCP, Docker, Kubernetes, Terraform

Languages & Frameworks: TypeScript, Python, Node.js, NestJS, React, Next.js

Data Systems: Distributed systems, real-time systems, serverless architecture, event-driven systems, API design

Systems & Architecture: Distributed systems, serverless architecture, real-time systems, Systems design, API design, event-driven systems

Security & Performance: CDN optimization, caching strategies, Cloudflare Zero Trust, WAF