

# Erhan Justice

Senior Software Engineer and Technical Leader

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## Career Summary

Technical founder with a passion for cryptography and building low-latency distributed cloud infrastructures. Skilled in managing cross-functional engineering teams, AI computer vision models and ensuring secure and efficient development practices at scale. Committed to making the world's information safely accessible.

## Experience

Apozy (YCW17), SF — Founder & CTO

2013 - Present

- Managed a team of 6 engineers building Apozy's suite of enterprise security products, including Airlock and Interlock securing 4MM from venture capital
- Sold cybersecurity products into fortune 100 enterprises, SMEs and deeply collaborated on integrations and deployments with customer engineering teams onsite
- Set the strategy and oversaw the development of Apozy's devops, source control, CI pipelines and release processes to enable rapid innovation while maintaining high security standards at global scale
- Hired and coached top technical talent, designing processes to help the team operate effectively and continuously improve developer productivity
- Pioneered and led the technical development of computer vision models (perceptual hashing) and behavioral AI (zero-shot) for global scanning and automated take downs of phishing campaigns
- Developed and deployed globally distributed cloud infrastructure at scale making a petabyte of data accessible via APIs with low latency
- Collaborated with universities, governments and telecommunication companies on research endeavors pertaining to security awareness
- Developed vue and react components for real time data consumption via socket.io at scale
- Developed multiplatform agents, browser extensions and cloud based api integrations

Litepoint (now Teradyne), Sunnyvale — Platform Solutions Engineer

2012-2013

- Automated testing and instrumentation of 4G/MIMO devices. Refactored wireless drivers and firmwares in Objective-C

- Supported on-site engineering teams in Shanghai and Shenzhen for the manufacturing of the iPhone

Bounty Technologies — Freelance Software Engineer  
2009-2012

- My own bespoke software shop, with a keen focus on enhancing educational systems, creating interactive art projects and contributing to the open-source community with contributions to KDE, Qt and custom software systems for IB schools in Australia
- Creator of “Game Guardian” which detected cheating in video games by scanning the memory contents of the local machine in real time

Property Panorama — Software Engineer  
2007-2009

- Created programs in C/C++ (Qt) to implement SIFT algorithms for gigapixel photography and virtual tours with significant collaborations with Gigapan (previously Kolor Pano)
- Helped build thermal cooling systems for the in-house data center

Arrow International — Systems Analyst  
2006-2007

- Designed and implemented field service reporting and tracking systems for the world's largest manufacturer of bingo consoles. Ported inventory management systems from legacy AS/400's IBM RPG to .NET (C#)

## Technical Skills

- C/C++, Rust, Python, Typescript, Kubernetes, Docker
- Computer Vision, Machine Learning, React/Vue
- Postgres, Clickhouse, Redis, Kafka, Zookeeper

## Leadership & Process Skills

- Engineering Team Management
- Developer Productivity Tooling
- Secure Software Development Practices (SOC2)
- Cap table management
- Continuous Integration

## Art

### *Light Tunnel — An interactive LED light tunnel*

Programmed visual animations and interactive gesture tracking for a wooden 10' x 32' LED light tunnel, helped construct the wooden exterior and minor electrical wiring work with a team of two other engineers

### *Emergence — A 3D mechanical mirror*

Soldered various electrical components and programmed addressable LEDs for a 4' x 4' mechanical light installation akin to a moving adult-sized pin impression toy and helped assemble the exterior 10' tall half-dome wooden exterior with a team of various engineers and an architect

### *Temple of Heart*

Two month collaboration with architects, engineers and carpenters on the lighting, woodwork, onsite construction of the Temple of Heart at Burning Man 2023

## More About Me

- English (native), Turkish (fluent)
- Build, play and make irish flutes
- Random Accolade

<https://clevelandmagazine.com/in-the-cle/people/articles/our-most-interesting-people-2007>