

HOLLEN GRAVER

Senior Software Developer • Tech Lead • Distributed Systems

Denver, CO • Remote | (814) 326-6160 | graverhollen@gmail.com

[LinkedIn](#) | [Website](#) | [GitHub](#)

SUMMARY

Senior Software Developer and Tech Lead with over a decade of experience designing and scaling distributed systems, cloud platforms, and developer tooling across Java, TypeScript, Go, and C#. Proven record leading high-impact initiatives from multi-service transaction workflows and fraud mitigation to full-stack cloud migrations. Passionate about software architecture, engineering mentorship, and agentic AI systems.

EXPERIENCE

Campspot

March 2019 – Present

Senior Software Developer Level 2 (Mar 2024 – Present)

- Served as Tech Lead for the architecture and delivery of an 'Abandoned Cart' recovery platform, orchestrating event-driven cross-domain workflows across distributed services to automate customer re-engagement—recovering tens of thousands of dollars in cart value in the first month alone.
- Engineered automated fraud mitigation defenses that eliminated distributed carding attacks, safeguarding payment gateways and protecting revenue across tens of thousands of daily booking sessions.
- Hired, onboarded, and mentored junior and mid-level developers through system architecture guidance and code reviews, directly elevating engineering velocity and facilitating promotions to senior levels.
- Developed and maintained Campspot's customer-facing mobile application using Flutter (iOS & Android), supporting tens of thousands of monthly active users with campsite search, booking, and reservation management.

Senior Software Developer Level 1 (Apr 2022 – Mar 2024)

- Architected and launched an enterprise gift card platform adopted across hundreds of campground clients, establishing a new recurring revenue channel and expanding consumer booking flexibility.
- Hardened and optimized mission-critical checkout and payment processing pipelines, processing \$2M–\$5M in daily transactions with high availability.
- Engineered in-house Point of Sale (POS) and invoicing systems essential to daily on-premise operations across partner parks.
- Spearheaded UX and checkout improvements that reduced purchase friction, contributing to a measurable increase in Net Promoter Score (NPS) and customer retention.

Software Developer Level 2 (Jul 2019 – Apr 2022)

- Owned the implementation of enterprise discount and promotional pricing engines operating reliably across multi-tenant park environments.
- Contributed to the multi-phase backend migration from a legacy Node.js/TypeScript stack to modern Java microservices, increasing throughput and type safety.
- Optimized search and reservation data workflows across Elasticsearch and PostgreSQL to support peak seasonal booking surges.

- Engineered a fault-tolerant system using redundant VPN connections and load balancing to ensure 100% uptime for mission-critical call center infrastructure.
- Facilitated a 2x increase in client capacity by developing scalable web applications and data processing pipelines while maintaining operational stability.
- Led the end-to-end rewrite of the core B2B business application, migrating legacy PHP to C# ASP.NET with improved security and modularity.
- Orchestrated the migration of business applications from on-premises infrastructure to Microsoft Azure and subsequently to AWS, modernizing deployment pipelines.
- Integrated customer outreach platforms with FreePBX VoIP infrastructure to automate calling workflows and improve connection rates.

TECHNICAL PROJECTS

Agentic AI & Local LLM Tooling

- Architected multi-agent coding workflows using local LLM inference engines (Llama.cpp) and autonomous agent harnesses (OpenCode, Claude Code), overcoming context window constraints to accelerate development velocity and code quality.
- Engineered custom Model Context Protocol (MCP) servers and LLM agents to equip models with real-time runtime inspection and secure external tool calling capabilities.
- Developed lightweight Python and Go network proxies and inference microservices, including OpenAI-compatible bridging for local model servers and self-improving agent frameworks.

SKILLS

Languages: Java, Kotlin, TypeScript, JavaScript, Go, Python, C#, Dart, SQL

Frameworks: Angular, AngularJS, Flutter, .NET Core, ASP.NET, Quarkus, Dropwizard

Data & Search: PostgreSQL, MySQL, SQLite, Elasticsearch, OpenSearch, Redis, Valkey

DevOps & Infra: AWS, Docker, Kubernetes (K3s), ArgoCD, Linux, Prometheus, Grafana, CI/CD

Core Engineering: Distributed Systems, Fault-Tolerant Design, REST APIs, TDD, Clean Architecture

AI & Agentic Systems: Model Context Protocol (MCP), LLM Agents, Llama.cpp, Local Inference, Tool Calling

EDUCATION

Mansfield University of Pennsylvania

Graduated 2014

B.Sc. in Computer Information Science: Information Systems

Interests: Distributed systems, open-source tooling, technical mentorship, and local agentic AI development.