

# Elliott Bregni

Software Development Engineer III @ Overhaul

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## SUMMARY

Senior software engineer with 10+ years building software and 7+ scaling enterprise supply-chain visibility from FreightVerify through the Overhaul acquisition. Now expanding into broader platform leadership and stewardship while going deep on modern AI engineering.

## EXPERIENCE

### Overhaul

Aug 2025 – Present

*Software Development Engineer III*

Ann Arbor, MI

- Driving monolith-to-microservices migration, new developer tooling, and organizational shifts across the engineering org through the post-acquisition transition.
- Stepping into broader platform leadership and stewardship — architectural decisions, cross-team integration, and long-term system health across services.
- Going deep on AI engineering — agentic coding, context engineering, and the harness design that separates a chatbot from a working system.

### FreightVerify (acquired by Overhaul, Aug 2025)

Apr 2019 – Aug 2025

*Software Engineer → Senior Software Engineer*

Ann Arbor, MI

- Joined as an intern in April 2019 fresh from Ferris State; promoted through Software Engineer (Sep 2019) to Senior Software Engineer (Aug 2022).
- Led PartView, FreightVerify's aftermarket-parts visibility product — tracking tens of millions of parts every month with 95% ETA accuracy across a platform that handles 100M+ shipments for six of the world's largest automotive manufacturers.
- Major contributor to flagship VinView — a real-time VIN tracker used daily by 70K monthly super users (parts managers, sales admins, and dealer ops) at GM, Ford, Honda, and Hyundai; recently earned a world-class NPS of 83.
- Cloud-native systems on AWS — Kubernetes, Lambda, SQS/SNS — with observability via Datadog and Rollbar; chain-of-custody and audit pathways across the platform.

### Sleeping Bear Gallery

May 2017 – Aug 2018

*Web Developer (Freelance)*

Up North, MI

- Built and maintained a WordPress site for a Northern Michigan art gallery during college — design, theme customization, content management.

## PERSONAL PROJECT

### Obscura [github.com/ElliottBregni/obscura](https://github.com/ElliottBregni/obscura)

A personal AI agent runtime built as a sandbox for harness engineering, agentic coding, and security-first design. Capability-gated tool access, RBAC, and per-call audit logging. Multi-backend across Claude, OpenAI, and local LLMs with CLI and an MCP server that extends Claude Code with custom workflows.

## SKILLS

LANGUAGES	Python · Java · TypeScript · JavaScript · SQL
CLOUD & INFRA	AWS (Lambda, S3, SQS/SNS, CloudFront, Route 53) · Kubernetes · Docker · Kafka · Terraform · Serverless Framework
BACKEND & DATA	Microservices architecture · REST APIs · FastAPI · Spring Boot · Real-time eventing · Postgres · OpenSearch · Schema design & migrations
SECURITY & OPERATIONS	RBAC / capability systems · Audit logging · Secrets management · Datadog / Rollbar / observability · On-call
FRONTEND	React · React Native · Astro · Tailwind CSS · Vite
AI / AGENTS	Agentic engineering · Context engineering · Harness design · Anthropic Claude API · OpenAI API · MCP (Model Context Protocol) · RAG / vector retrieval · Multi-agent orchestration

## EDUCATION

### Ferris State University

2014 – 2019

B.S. Computer & Information Systems Security / Information Assurance