

Branko Mostic

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Experience

Fathom Health

Toronto

Software Engineering Lead

Jul 2022 – Present

- Led teams of up to 10 engineers to deliver production-ready ML pipelines across multiple coding specialties, resulting in over \$5M in ARR.
- Automated Fathom's customer onboarding using Claude Code — authoring agent-runnable skill suites and reusable abstractions — cutting onboarding effort by 50% across 90% of new customers.
- Built a common Athena EHR integration system, reducing end-to-end setup work by 75% per customer.
- Drove the company-wide TensorFlow v1 to v2 migration spanning all key engineering systems, securing continued access to critical model training infrastructure in GCP.
- Managed the on-call continuous-improvement team — prioritizing the roadmap, running engineer retros, and developing team processes — cutting both weekly P0 incidents and on-call effort by ~80%.
- Partnered directly with health-system stakeholders to translate their coding guidelines and integration requirements into production-ready workflows.

Fathom Health

Toronto

Software Engineer

Nov 2019 – Jul 2022

- Spearheaded the creation of a multi-scope inference system, increasing automation by 20% across Radiology and Emergency Department coding while establishing the core, reusable foundation that later inference pipelines were built on.
- Cleaned and converted raw customer data into a unified format, then fine-tuned production-grade coding models across multiple customer integrations, helping bring up \$1.5M in ARR.

WhatsApp Inc.

Menlo Park, CA

Android Engineering Intern

Sep 2018 – Dec 2018

- Implemented preview flows for sharing text, links, audio files, and documents in the primary chat experience.
- Redesigned audio message pop-up notifications and built a custom audio selection page.

StackAdapt

Toronto, ON

Data Engineering Intern

Sep 2017 – Dec 2017

- Restructured the random forest pipeline to increase throughput by 6x.
- Built a Go A/B testing pipeline supporting multiple models and proportional traffic splits.

Skills

Languages: Python, Java, SQL, GDScript, Go

ML & Data: TensorFlow, Airflow, Apache Spark, Apache Beam, LLMs, DBT

Infrastructure: GCP, Docker, Kubernetes, Terraform

Platforms & Tools: Claude Code, Android, Godot, Git

Projects

Wander: In-progress top-down 2D action-adventure video game (Godot 4, GDScript, GUT).

Tracker: Personal life-tracker Android app with a number of feature modules such as to-do lists, notes, travel logs, and mood tracking (Kotlin, Jetpack Compose, Room, Hilt).

Education

University of Waterloo

Waterloo, ON

BASc, Computer Engineering (Co-op)

Sep 2014 – Jun 2019

Interests

Skiing, Golf, Tennis, Scuba Diving (PADI Certified), Game Development, Travel