Art Beatte IV

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http://artbeatte.com

A product focused software engineer with a bias for action and over 10 years of industry experience. I thrive on reducing ambiguity to turn product ideas into real world solutions.

EXPERIENCE

Meta, Seattle / Bellevue — *Senior Software Engineer*

May 2016 - PRESENT

- Lead engineer for Android Facebook SDK
- Inventor of Facebook Smart Login for Devices
- Lead engineer for Facebook Login
- Lead engineer for Facebook Rooms-Large Screens

Meta, Seattle — *Engineering Manager*

Sept 2021 - Feb 2023

- Support a team of 5-7 engineers
- Perform performance reviews
- Lead project planning and allocation

DocuSign, Seattle — *Software Engineer*

Mar 2015 - May 2016

- Angular development of the DocuSign Administration Console.
- Admin Console performance improvements (pagination of pages containing 20,000+ list items).
- JavaScript development of the DocuSign Preferences page.
- Work with API-team to create endpoints to serve client apps.

DocuSign, Seattle — *Mobile Software Engineer*

Dec 2012 - Jun 2015

- Mobile development of the DocuSign Android application with over 500,000 installs.
- Act as team lead and head developer.
- Integration with Android apps such as Drive and Evernote.
- Creation of cross platform localization framework.
- Development of DocuSign for Google Glass.

EDUCATION

LANGUAGES & TECHNOLOGIES

Android; Angular; Bash; C++; C#; Hack; Java; Javascript; PHP; Python; SQL; TypeScript; React; Graphql; Android Studio; Atom; Git source control; Github; intelliJ IDEA; Mercurial SCM; REST; Visual Studio Code;

University of Washington, Bothell — *Graduate Certificate in Software Development and Design*

Sept 2012 - Jun 2013

GPA: 3.8 | Data structures; SDLC; Software modeling; Systems programming; Testing and QA;

North Seattle Community College, Seattle — *A.S. in Computer Science*

Sept 2012 - Aug 2012

GPA: 3.72 | OOP; Modularity; Python; Java; JUnit Testing; GUI;

Washington State University, Pullman — *B.S. in Sociology and Psychology*

Aug 2008 - Dec 2009

GPA: 3.61 | Statistics; Demography; Personality; Deviance; Criminal Justice; Social Grouping;

PROJECTS

[SmartScale](#) — *Android App*

Development, creation, management, and promotion of the award winning SmartScale Android app. What began as a pet project is now a fully fledged product providing an easy way to track and measure your body composition.

[Garbage](#) — *Web based Game*

A simple, built from the ground up, sprite based game my kids asked me to build. It includes various aspects of neural network testing, turn based 'god mode' and ability to influence the map and outcomes. All in all, it was just for fun.