

ART BEATTE IV

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SOFTWARE ENGINEERING MANAGER

Effective engineering manager with a past history of being an accomplished product-focused software engineer with a bias for action and extensive industry experience. Strength in reducing ambiguity to turn product ideas into reliable software solutions solving real-world problems and the awareness to turn those plans into roadmaps geared toward incremental progression and achievable deliverables. History of success in driving rapid development of critical product explorations targeting key company metrics. Proven track record overseeing teams delivering high-impact products, committed to advancing technology and enhancing user experiences that role up to broader company strategy.

LANGUAGES & TECHNOLOGIES

Android | Angular | Bash | C++ | Java | Javascript | PHP | Python
SQL | TypeScript | React | Redux | GraphQL

PROFESSIONAL EXPERIENCE

Amazon Web Services - Kuiper, Redmond

Oct 2024 – Present

Senior Software Engineer

- Tech lead for Project Kuiper administration/configuration console team overseeing 20 engineers
- Drove effort to migrate from manual release testing to test automation
- Delivered 5 key feature areas to deliver on company goals
- Interface with Product and Business stakeholders to influence customer facing features and roadmap
- Architected key system features during backend system migration

Meta, Seattle / Bellevue

May 2016 – July 2024

Senior Software Engineer

- Tech lead for Ads Manager Desktop overseeing 7 person team focusing on product development, release, team allocation, and quality
- Tech lead for FBLite Ads spearheading 0->1, proof-of-concept products targeting +1% incremental revenue
- Sr. engineer for Messenger Desktop delivering on company-wide Desktop App automation testing framework
- Sr. Engineer for Messenger Rooms-Large Screens acting as Intern manager and tech lead for a team of 6 engineers delivering key features for Rooms product (waiting room, notifications, joining, settings)
- Engineer for Facebook Login leading company-wide cross functional efforts in response to Cambridge Analytica crisis
- Engineer for Android SDK owning feature development, release and external documentation

Meta, Seattle

September 2021 – February 2023

Engineering Manager

- Supported team of 5-7 engineers handling hiring, performance reviews, allocation, planning, and product execution.
- Established cross functional relationships with overseas teams to allow faster and more robust product development.
- Conducted over 200 technical interviews.
- Supported 3 separate cohorts of Facebook University and Interns with all receiving offer letters upon completion.

DocuSign, Seattle

March 2015 – May 2016

Software Engineer

- Web engineer delivering key features for DocuSign Administration Console and Preferences page.
- Delivered key performance improvements and established cross-functional collaboration to serve all client apps.

DocuSign, Seattle

December 2012 – June 2015

Android Software Engineer

- Mobile development of the DocuSign Android application with over 500,000 installs.
- Head developer integrating with Android apps such as Drive and Evernote.
- Lead creation of a cross-platform localization framework.
- Development of DocuSign for Google Glass.

EDUCATION

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

A.S. in Computer Science | North Seattle Community College, Seattle

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

Accomplishments

Facebook Android SDK Modularization

(<https://developers.facebook.com/blog/post/2017/09/26/android-sdk-optimization/>)

Designed and implemented an efficient way to modularly design the Facebook Android SDK. This work unblocked company wide development to continue despite size constraints. It also improved performance, user adoption, and ease of development for internal and external developers.

Facebook Smartlogin for Devices

(<https://developers.facebook.com/docs/facebook-login/for-devices/>)

Inventor and patent holder of Facebook Smart Login for Devices. The technology utilizes a proprietary mechanism for determining devices present and allows for easy and secure exchange of login tokens allowing users to login to Facebook from devices without traditional login operations.

PROJECTS

SmartScale (<https://play.google.com/store/apps/details?id=com.art.smartScale>) – Android App

Development, creation, management, and promotion of an award-winning Fitness/lifestyle 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 Game (<http://artbeatte.com/garbage/>) – Web-based Game

A simple, built-from-the-ground-up, sprite-based game driven by a self-built React + Redux game engine. While functional as a game, this project is mainly built as a proving ground to explore various aspects of neural networks, game design and Redux implementations.