**ART BEATTE IV**

Bothell, WA 98021 | (206) 948-6912 | [abeatte@gmail.com](mailto:abeatte@gmail.com) | <http://artbeatte.com> | <https://www.linkedin.com/in/artbeatte>

**SENIOR SOFTWARE ENGINEER**

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. History of success in driving rapid development of critical product explorations targeting key company metrics. Proven track record in delivering high-impact products, committed to advancing technology and enhancing user experiences.

**LANGUAGES & TECHNOLOGIES**

Android | Angular | Bash | C++ | C# | Hack | Java | Javascript | PHP | Python

SQL | TypeScript | React | Redux| Graphql

**PROFESSIONAL EXPERIENCE**

**Meta,** Seattle / Bellevue **May 2016 – Present**

**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-concepting 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.

**DocuSign,** Seattle **March 2015 – May 2016**

**Software Engineer**

* Web engineer delivering key features for DocuSign Administration Console and Preferences page.
* Delivered key performance improvements.
* Established collaboration with the API team to create endpoints 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

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**Accomplishments**

**Facebook Android SDK Modularization**

**(**[**https://developers.facebook.com/blog/post/2017/09/26/android-sdk-optimization/**](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/**](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**](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/**](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.