Ari Rose

INTRODUCTION

Entrepreneurial, value-driven, and cross-disciplinary web engineer with an eye for design, feel for UX, and concern for scalability. Looking to grow others and organizations in a role with significant strategic and managerial components. Excited to work on quality products with harmonious teams.

EXPERIENCE

■ VP, Senior Product Engineer, Sotheby's

New York · Jul 2019 - Present

- Tasked with modernizing Sotheby's entire technology organization to bring state of the art engineering practices to a company older than the United States
- Leading development of high net worth client CRM system. Other projects include Sothebys.com auction submission, ML-powered pricing frontend, fine-art object database, and back-office consignment flows
- Facilitating creation of several products and programs through the coordination of stakeholders, engineers, designers, and product managers, while interviewing regularly to grow teams
- Unifying Sotheby's web culture by establishing engineering groups that span across teams and reporting lines
- Typescript/Javascript, React, Next.js, Node, AWS, UX, CI/CD, Testing, Analytics, Serverless, Lambda, Kubernetes

■ Web Engineer, Spotify

New York · Mar 2017 - Jul 2019

- Architected and built data and analytics platforms used across all Spotify business functions
- Platform products included audience analytics, company knowledge graph, and telemetry visualization. Generated insights programmatically while visualizing data from (very) large datasets.
- Worked closely with global design teams to overhaul UX and standardize visual language
- Javascript, ES6, React, Node, Docker, Google Cloud (Compute, BigQuery, Datastore, Storage), CI/CD, Testing

■ Senior Front-End Engineer/Designer, Go WatchIt (Acquired by Just Watch)

New York · Dec 2013 - Mar 2017

- From scratch, created 'Superwidget': An API-backed Javascript SDK and theming engine for showing movie, tv, and theatrical availabilities coupled with alerting, live TV, merchandise, recommendations, and trailers
- Led projects with stakeholders including major Hollywood studios (Warner Brothers, Universal, Disney) and content outlets (Entertainment Weekly, NY Times, Buzzfeed, Hollywood Reporter, FOX, Roger Ebert, etc)
- Scaled products to 1000+ impressions per minute and 200M+ impressions yearly. Mobile-friendly and user-centered

■ Front-End Developer/Designer, Universum

New York · Feb 2013 - Nov 2013

Lead, architected, designed, programmed, and deployed consumer and B2B front-ends for multiple Ruby on Rails

applications reaching a worldwide university student audience

- Functioned in various roles (designer, developer, asst. product manager) depending on the project
- Created the company-wide branding concept approved by the executive team located in Stockholm, Sweden

■ Campus Director, The Flatiron School (Acquired by WeWork)

New York · Oct 2012 - Feb 2013

- First employee at successful programming bootcamp school aimed at college graduates
- Headed admissions pipeline, employer outreach and hiring, event planning, inbound marketing, and brand management
- Mentored students in front-end web development and design

EDUCATION

| Emory University (2009) BA Psychology - 3.7/4.0 | Creative Circus (2011) Interactive Dev/Copywriting | IES Study Abroad (2009) Vienna, Austria |
|--|--|--|
| Concentrations in philosophy, music, and neuroscience. | Created brand campaigns in creative & tech teams at leading ad school. | Focus on psychology, history, technology, and music. |

SKILLS

| Web Development | Design | Infra/Tooling | Workflow |
|---|-------------------------|----------------------|--------------------------|
| $Javascript \cdot React \cdot Graphql \\ \cdot Node \cdot Express \cdot Postgres$ | Wireframing · UX · Data | GCP · AWS · Docker · | Git · Github · Design |
| | Viz · Figma | CI/CD · Analytics | Systems · Agile · Trello |

ACCOMPLISHMENTS

| BreedBreakdown.com | Awards |
|---|--|
| In one weekend, built app that accrued 1.5 million unique visitors with no ad spend | Dean's List · Class Scholarships for three consecutive years · Vann Scholarship for academics & philanthropy |
| | |

CONTINUING EDUCATION / INTERESTS

| Long-form Classes | Intellectual History | Philosophy | Volunteer Work |
|---------------------------|----------------------|----------------------------|-----------------------------|
| Ceramics · Depth | Psychology · | Moral · Political · Mind · | Dog walking for the elderly |
| Psychology · Music Theory | Economics/Finance · | Science · Epistemology | · Pro bono work · |
| ·Cooking | Technology | | Mentorship |