

Zach Bolan

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Skills

- TypeScript, JavaScript, Go, Java, C#, Rust, HTML, CSS, HTMX
- React, Next.JS, EmberJS (Octane), TanStack, Jest, QUnit, Webpack, SWC, Sass, Tilt, AngularJS
- REST, gRPC, GraphQL, Microservice APIs, Event-Driven Architecture, Node, Avro, Temporal, RabbitMQ
- Postgres, Mongo, Kafka, Snowflake
- Docker, Kubernetes, Bazel, DigitalOcean, AWS (EC2, S3, SQS, SNS), Unity, CircleCI, Helm, Istio, DataDog, Stripe

Experience

VideoAmp, Santa Monica, CA

Sep 2021 – Present

Principal Software Engineer (March 2023 – Present)

- Technical Lead working with Engineering, Design, Dev Ops, and Product leadership to define the Platform's technical direction as it relates to the overall company strategy
- Led the design and implementation of a Template Reporting Engine, overseeing a team of eight engineers building React UIs, Protobufs, Go and Node APIs, Postgres, Bazel infra and deployments
- Built a new team of six engineers in collaboration with the Engineering Manager
 - Mentor and up-level the team, manage ticket generation, provide LOEs, oversee technical design reviews, and have improved team Scrum rituals, all resulting in increased team velocity
- Worked closely with Design and Product to develop the Ad Platform's high-level architecture
 - By identifying individuals' strengths and interests, delegated low-level designs and implementation to other team members to progressively grow and challenge them

Senior Software Engineer (Sep 2021 – March 2023)

- Technical Lead for 16 engineers on the Platform Apps Team. Worked with management across organizations to plan projects while defining our team's best practices and providing technical guidance and mentorship to senior and junior engineers on the team
- Designed, led, and delivered a Node API that powered the company's Currency measurement offering
 - Revamped engineering processes, architecture, and patterns by introducing integration tests, strong typings, model validations, etc. The API is the template for any new Typescript services
- Led the frontend architecture and delivery of a highly-visible YouTube partnership integration
 - Provided LOEs, managed project scope, and delegated out work for low-level designs and implementation to meet contractual deadlines

LinkedIn, San Francisco, CA - Software Engineer

Dec 2018 – Aug 2021

- Worked on Talent Insights focusing on the UI and mid-tier API layers designing, developing, and maintaining EmberJS components and the Java backend APIs and services that powered them
- Led a team to onboard onto LinkedIn's email infrastructure. Worked across the stack with offline Hadoop jobs, Kafka streams, setting up a new Java microservice and APIs, and used a DustJS UI
- Designed a "Read-Only" view of the application that allows users to share Reports with other users
- Developed the first user-facing product written in Typescript/React
 - Built the underlying UI component framework that matched LinkedIn's "look and feel" and A11y

Research Innovations (RII), Springfield, VA - Software Engineer II

July 2015 – Nov 2018

- Joined the early-stage startup developing the initial architecture and UI component library
- Built UI visualizations and their backing Java APIs to scale to hundreds of thousands of data points
- Migrated the legacy AngularJS platform to more modern JS tooling, allowing for code sharing and a migration path to the new React codebase

Projects

HerdBuy - Founding Lead Software Engineer

Sep 2023 – Present

- E-commerce marketplace bootstrapped by a team of 4. Started from early concept to planned launch in Jan 2024. Using Go, Next.JS, Stripe, and Shippo, deployed on DigitalOcean
 - Responsible for all major technical decisions from tech-stack, deployments, architecture, etc.

Education

James Madison University, Harrisonburg, VA

May 2015

B.S., School of Media Arts and Design, Computer Science Minor