

# Craig Spaeth

Creative at heart. Software engineer by trade. Decades of building and scaling software from the ground up.

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in in/craigspaeth

## EXPERIENCE

### Principal Software Engineer & Director of Engineering, Cityblock Health

2020–2024

Moved between senior-most IC and management roles directing teams up to dozens of reports; filled in for Head of Engineering and VP roles in multiple departments; directly managed and mentored half the engineering team by end of tenure; transformed culture with psychological safety and agile practices; delivered ambitious core product features; resolved crippling tech debt, eliminating ~1M lines of dead code, while increasing feature velocity; designed and built greenfield ETL tools that resolved a company-wide “code red” on member data; unified tech departments through cloud consolidation and architecture vision that radically simplified and improved data pipelines with Reverse ETL and GCP-native patterns

### Head of Product & Engineering, Octave Health

2018–2020

Joined founding team to launch first NY mental health clinic and tech stack from ground up; architected software for healthcare, marketing, and billing integrations; designed and built patient portal and onboarding flows; led small engineering and design team; supported Series A and San Francisco expansion

### Director of Product Engineering, Artsy

2010–2018

Joined Artsy as first full-time product hire; promoted 4 times, last role leading a team of two dozen full-stack web and native engineers called Product Engineering; designed and built greenfield products, including Artsy Writer CMS for multi-million dollar publishing business, real-time auction tools, and first B2B products; architected web services, mobile/web tech, and revamped front-end using open-source framework; conference speaking, recruiting, mentorship, and leadership

### Product Design & Engineering, Self Employed

2006–Present

Designed and built startup MVPs for blockchain, fintech, and healthcare; websites for political, healthcare, and creative clients; monetized side hustles in video chat, real estate, and massive multiplayer video games

## SKILLS

### Adept

Typescript/Javascript, React, Node.js, Next.js, GraphQL, Ruby on Rails, SQL/PostgreSQL, Redis, MongoDB, BigQuery, ETL/ELT, Unix, AWS, GCP, agile methodologies, Figma, Adobe CC, UI/UX design

### Proficient

Elixir, Gleam, Python, Scala/Scio, Go, PHP, Docker, Java, AI integrations (LLMs, NLP, Generative AI), Wordpress, Hardware (Arduino, Circuitry, etc.), 3D Software (Lightwave, Autodesk Maya and Mudbox), Unity3d

## EDUCATION

Syracuse University  
BFA, Computer Art, 2010