

Craig Spaeth

Product engineering, design,
and leadership

@ craigspaeth@gmail.com

513 205 2585

craigspaeth

in/craigspaeth

@craigspaeth

EXPERIENCE

Director of Product Engineering, Artsy

2010–2018

Helped build artsy.net from the ground up; joined Artsy as the first full-time product hire (engineering and product management) and was promoted 4 times; last role was leading Product Engineering—a team of 23 full-stack software engineers; launched numerous greenfield products and infrastructure: designed and built editorial CMS product Artsy Writer—powering Artsy's multi-million dollar publishing business, built real-time auction products, designed and built first B2B tools, architected web services and shared mobile and web technology, and revolutionized front-end on top of an open source framework that I created; conference speaking and recruiting; mentorship and leadership

Digital Product Designer/Developer, Freelance

2006–Present

Designed and built digital products and media for political and healthcare organizations, content creators, artists, brands, creative agencies, publishing companies, and startups; worked with clients such as: Observer Media, Addison, Invest Forward, and Campari America; launched and monetized 3D and massive multiplayer video games for various platforms—including web and Facebook apps

SKILLS

Adept

Javascript, Typescript, Ruby, Unix, Node.js, Ruby on Rails, React, GraphQL, MongoDB, Adobe CC (Illustrator, Photoshop, After Effects, etc.), Sketch, analytics tools (Google Analytics, Segment, Looker, etc.), Unity3d, agile methodologies, UI/UX design

Proficient

Elixir, PHP, Java, Python, Go, Scala, SQL, PostgreSQL, MySQL, Redis, Wordpress, Amazon Web Services (OpsWorks, EC2, Redshift, etc.), Hardware (Arduino, Circuitry, etc.), 3D Software (Lightwave, Autodesk Maya and Mudbox), Spanish

EDUCATION

Syracuse University
BFA, Computer Art
Cum Laude, 2010