

Doug Rabinsmith

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Versatile engineering leader with 20 years of technology experience, including 11+ years of hands-on development and 9+ years of project/program management across major organizations. Uniquely combines technical expertise in software design and development with exceptional program management skills. Specializes in creating robust, scalable applications with focus on developer experience and collaborative problem-solving. Consistently delivers reusable architectural solutions, establishes meaningful service metrics, and fosters effective collaboration between diverse technical teams. Expertise in modern development methodologies, proficient in cloud infrastructure, and talented in fostering technical growth in team members while effectively bridging technical and business requirements.

Skills

- **Frontend:** TypeScript, JavaScript, React, CSS, Web Components, Performance Optimization
 - **Backend:** Python (FastAPI, Pydantic, Pytest, SQLAlchemy), Node.js, Express, Strapi, MongoDB, Redis, SQL
 - **Tools and Infrastructure:** GitHub Actions, NGINX, Cloudflare, OAuth/SSO, RBAC, AWS, Azure, Webpack
 - **Analytics & Quality:** Web Analytics Implementation, A/B Testing, Performance Monitoring, Automated Testing (pytest and Playwright)
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Professional Experience

Hi-Rez Studios / RallyHere Interactive

Jan 2017 - Present

Frontend Engineering Lead (June 2023 - Present)

- Architected and implemented developer portal serving multiple game development teams using React, React-Query, TypeScript, and FastAPI with Pydantic models and SQLAlchemy
- Collaborated with product leads weekly to have UI reviews, discuss customer experience, feedback, feature requests, and scheduling.
- Led distributed team of frontend engineers in developing and maintaining our SaaS product
- Developed maintainable component library with sophisticated CSS architecture, ensuring consistent UI/UX across platform features
- Established frontend development standards and best practices across multiple development teams
- Designed and implemented automated testing strategies using Playwright for frontend validation
- Led frequent technical knowledge sharing sessions and established mentoring program to improve team capabilities with React and TypeScript
- Maintained a backlog of tech debt and assessed what could be addressed given time constraints for a sprint

Director of Web Development / Web Development Manager (2017 - 2023)

- Managed cross-functional team of 12 (developers, designers, producers, and artists) while maintaining hands-on involvement in technical architecture and tooling decisions
- Led cross-functional initiative to streamline processes across 60-person publishing organization, mentoring junior PMs and improving team efficiency
- Instituted a Scrum process
- Mentored team members across different disciplines, helping developers improve technical skills while supporting designers and producers in understanding technical constraints, feasibility, and deadlines.
- Established metrics-driven development culture, implementing A/B testing and performance monitoring
- Created collaborative workflow between designers and developers, establishing processes for translating design systems into reusable components
- Developed comprehensive developer tooling suite including localization management system, API, and automated workflows, reducing time-to-deployment and improving team productivity
- Established frontend development standards emphasizing minimal complexity and user-centric design

- Created and maintained code review processes that encouraged knowledge sharing and code quality
- Developed Preact-based user management system with Node/Express backend, simplifying complex authentication workflows
- Implemented and managed cloud infrastructure on AWS and Azure, including load balancers and automated deployment scripts

Gallagher Design, Razorfish

2013 - 2016

Consultant

- Developed client-side code for AT&T and Google. HTML, CSS, JavaScript, Angular 1.4, and PHP/WordPress.
- Led team of contractors as project management lead
- Coordinated with stakeholders to ensure alignment on technical decisions and delivery timelines
- Notable project: Google Partner Plex Installation, Sao Paulo with Gallagher Design – Team created several exhibits for Google's Sao Paulo office with AngularJS and Google's Interactive Spaces framework for managing installations with real-time communication between multiple devices, deployment, and content management

frog Design

2011 - 2012

Senior Program Manager

- Led design and specification of developer sandbox for American Express' SERVE payment platform, collaborating with UX team to create intuitive developer tooling and API documentation interfaces
- Created proposals, estimates, budgets, schedules, and functional specs to effectively communicate a project's business, technical, and design scope for each project

The New York Times

2009 - 2011

Interactive Production Manager, Creative Services

- Managed development infrastructure decisions across multiple technical platforms including CMS implementations and e-commerce systems
- Planned and oversaw production of a redesign of nytmstore.com, development of touchscreen installments in the Times Square Alliance lobby and TimesCenter
- Served as technical liaison between Creative Services and engineering teams, translating business requirements into technical specifications

Schematic (acquired by VML)

2007 - 2009

Project Manager

- Led development of NBC Olympics Silverlight Video Player, coordinating between multiple, distributed technical teams and stakeholders
- Established development standards and processes for Reuters Innovation Center platform
- Managed technical implementation of Panasonic Viera Cast interface, focusing on developer workflow optimization
- Created standardized process for technical documentation and handoff between development teams

Additional Experience

- **Senior Project Manager, LBi (acquired by Digitas)**
- **Lead Project Manager, POKE NY, New York, NY**
- **Project Manager, Schematic (acquired by VML)**
- **Associate Producer, BEAM Interactive, Boston, MA**
- **Associate Producer, The Barbarian Group, Boston, MA**

Education

Bachelor of Arts in Economics, Minor in English

Tufts University, 2004

Certified Scrum Master

