Thorsten Kober

Lead Software Engineer

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EXPERIENCE

Hulu, Santa Monica — *Lead / Senior / Software Engineer*

September 2021 - Present - **Lead Software Engineer**
July 2021 - September 2021 - **Senior Software Engineer**
January 2020 - July 2021 - **Software Engineer**

Achievements
Cross-client-lead for Fliptray feature
Web-lead for Profile Pin Protection feature
Web infrastructure champ
Guest speaker at Hulucon and internal forums

Responsibilities
I am part of the web-org, responsible for delivering the Hulu Web App experience. Within the web-org I have been exposed to all sides of the web app: signup, content discovery, developer experience & infrastructure as well as the personalization team.

- integrating experiments for A/B testing
- migrating my team to a new infrastructure tool set,
- developing internal testing tools,
- Contributing to shared components
- helping with migrating and optimizing legacy apis.
- Setting up internal demo pipelines and infrastructure

Wag Labs, Los Angeles — *Lead Web Engineer*

July 2019 - December 2019

Achievements
My team is leading our partnership with Petco and our integration of services into all Petco platforms. This project has won us an internal award here at Wag! for outstanding performance.

Responsibilities
- Manage a team of frontend engineers and collaborate with backend leads to draft contracts and optimize existing api endpoints.
- Collaborate with cross platform teams to architect and integrate new services
- define and implement best practices and coding standards for the web team

SKILLS

JavaScript, React, Redux, Next.js, Typescript

Node, Express, PHP

MySQL, MongoDB

GIT, Webpack

Jest, Enzyme, Cypress

Jenkins, Kubernetes, Spinnaker

SOME WORKING EXPERIENCE

Java, Python

AWARDS

Communicator Award 2017
20th Century Fox - Logan 3D Touch mobile ad

Webby Award 2016
Narcos Season 1

PRESENTATIONS

IAB Make Mobile Work Webinar - guest speaker representing Google and AvatarLabs

LANGUAGES

English,
German

- Oversee all web based products, including WagTag and internal tools

Part IV, Los Angeles — *Lead Software Engineer*

January 2018 - May 2019

Responsibilities
- optimize internal processes and define the responsibilities of team members within the technology department.
- represent company from a technical perspective externally as well as provide technical guidance to engineers
- research new technologies, build tools and frameworks
- define and implement best practices

Uncle Drew Bobblehead - Web App
Upload, create and share your own bubble head
Tech: React, WebAssembly, Open CV, PHP

Infinity War - Facebook AR
Facebook AR Effects were created for twelve characters of the movie
Tech: Javascript, including a custom animation parser for 3D Models, Hand tracking, Body Segmentation, plane tracking.

AvatarLabs, Encino — *Lead / Software Engineer*

October 2011 - July 2017

Responsibilities
- Manage ad technology department, including mentoring, training and monitoring progress of junior developers.
- Develop strategy and complex dynamic backend integration to support custom and programmatic campaigns.
- Prototype and integrate new technologies into the ad frameworks from internal innovation processes or client requests.
- Develop an in-house template framework to automate, optimize and simplify production for all major rich vendors.
- Lead and manage large scale global and domestic ad campaigns.

Dark Tower Standee - Web App
Upload or capture your image, with a WebGL 360 experience
Tech: React, Redux, PHP, Three.js, FFMPEG

Diary of a Wimpy Kid - Web Games
Set of games to promote the movie
Tech: JavaScript, Phaser and jQuery

Whiplash - EPK Site
Single-page scrolling EPK site
Tech: JavaScript, jQuery, PHP