Franco Sasieta

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Work

| **Director of Engineering** | **Optum Digital** | **March 2022 - Present** |

Responsible for the OnePass product, a for-pay benefit fitness subscription benefit. Responsible for the overall technical direction of the product.
- Managed a team hiring budget of 7.95 million USD (includes product and project managers)
- Managed hiring of contractors from different sources (contracting agency with a statement of work, etc)
- Mentored a manager and oversaw the development of their managerial skills
- Oversaw implementation of development processes for our team. Implemented development QA, release process and communications, developer on call (release engineer) rotations
- Daily collaboration with non-technical stakeholders, from business owners, consumer support, product management, etc.
- Oversaw team distributed over the globe: team members in India, Poland, Brazil, Paraguay, Colombia, East coast, Chicago, West Coast. Highly comfortable with remote work.

| *Software Engineering Manager (Sr)* | **Rally Health** | **March 2021 - March 2022** |

Worked on two products in this capacity. The first was an employee assistance product, targeted towards easier mental health access. The second was the ideation and launch of OnePass, a for-pay fitness subscription benefit. Promoted to Senior Manager during this time
- Mentored a two new engineering managers on the ropes of management
- Took over the process setup for the EAP team, directed the development team towards new processes and removed communication concerns with project and product management

| Senior *Software Engineer, Technical Lead* | **Rally Health** | **Fall 2016 - Present** |

Primarily working on the company's insurance dashboard product. Extensive use of Scala using the Play Framework.
- Led a team through the maintenance, enhancement and delivery of a consumer facing product.
- Developed APIs and Microservices, integrated with third party APIs.
- Created and reconciled feature requirements, designed solutions for API integrations.
- Extensive use of unit testing frameworks and integration pipelines.
- Mentored newer engineers in best practices and functional programming.

| *Active Member* | **RoboCup (Bowdoin Robotics Team)** | **Fall 2013-Fall 2015** |

We use NAO robots to compete in the RoboCup Standard Platform League, where they play soccer autonomously.
- Researched ways to improve the locomotion of the robots in a soccer environment.
- Wrote a Java and C++ based software tool to modify the behavior of the robots in real time.
- Improved near goalpost behavior and created a penalty kick behavior using Python.

Education

Brunswick, ME	Bowdoin College	Bachelor of Arts, May 2016
B.A. in Mathematics, GPA: 3.27/4	B.A. in Computer Science, GPA: and 3.30/4	

Relevant Coursework: Distributed Systems, Operating Systems, Programming Languages, GIS Data Structures and Algorithms, Cognitive Architectures, Computer Networks, Optimal Control, Advanced Analysis, Introduction to Analysis, Differential Equations.

Skills

- Scala, Java, Python, Typescript, Javascript
- Play Framework, AngularJS
- AWS, Docker, Jenkins, Kubernetes, Kafka
- HTML, CSS, JSON, XML
- MongoDB, PostgreSQL

- Git, SVN
- OS Concepts: locks, mutexes, semaphores
- Graph algorithms, Sorting Algorithms
- Socket Programming - TCP/IP. Client-server architectures
- Multithreading, Dynamic Programming