

Shan Naziripour

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WORK EXPERIENCE

CoPilot AI

Engineer Manager

June 2022– Present

- Led product development of a new innovation team exploring video as part of sales enablement suite
- Mentored and grew team's engineering capabilities
- Collaborated with design, product, and business to plan and strategize roadmap

Staff Software Engineer

May 2021– June 2022

- Led efforts in billing integration with existing legacy product with Stripe
- Redesigned inbox experience of legacy product
- Ran improv workshops to improve cross-functional team collaboration

LinkedIn

Senior Software Engineer

January 2018 – May 2021

- Built the demographic collection for salary and championed for representation and sensitivity of the data collection
- Developed and maintained job search on the flagship LinkedIn site
- Led several projects for documentation and clarity for both users and developers
- Worked on culture initiatives for an inclusive workplace and social cohesion within the team

MOGO

Senior Front End Developer

March 2016 – December 2017

- Developed and maintained (in SCSS, Pug, and Javascript) features for the member account portal, marketing site, and legacy products.
- Expanded the custom Javascript framework built by MOGO which handled data binding, view switching and form submissions optimized for their model
- Managed a team of developers to deliver a major product in an accelerated time frame for a rapid release.
- Led team culture change for more learning and collaboration.

Marine Learning Systems

Director of Web Design

September 2008 – March 2016

- Designed and developed the front end of a learning management system
- Prototyped new features, improvements, and products, using Photoshop, other design tools, or creating functional mockups with AngularJS
- Conducted user experience studies with small groups of users on experimental interface designs.
- Built a robust, online exam administration system powerful enough to withstand intermittent-to-no Internet connectivity on seafaring vessels to be used in BC Ferries training. Worked independently on the solution.
- Produced all print, brand, marketing and video material for the company.

Radical Entertainment

Developer

May 2008 - August 2008

- Programmed PC functionality in a large, existing game engine code base, dabbling in controller, audio, and visual components of the system. Worked with several large teams in the company.
- Initiated the process to align the game Prototype™ with the Game for Windows standard.
- Designed and programmed front-end screens in ActionScript using Scaleform.

SIDE PROJECTS

- Built a pitch tracking Unity Game for Global Game Jam 2017
- Co-authored FocalFilter, a Windows productivity tool with over 10,000 downloads and featured on CNET and CBS Radio.
- Designed and led the development of a rich content management system for the BC Cancer Agency that provided a dynamic Google Docs style editing interface.
- Designed and developed a gaming-oriented social networking site for university class.

TECHNICAL SKILLS

Years of Experience

HTML/XHTML/HTML 5/CSS	10+
Javascript/jQuery	10+
Photoshop	10+
Git	10+
ASP/ASP.NET/ASP.NET MVC	6
SVN	6
Illustrator	6
J2EE	7
React	4
Ember	3
PHP	2

Web Design

HTML, XML, CSS, SCSS, Javascript, Typescript, Actionsript, J2EE, ASP/.NET/MVC, PHP, Node.js, SEO.

Programming Languages

C#/C/C++, Java, Installshield, csh, bash, Powershell, Ruby, R, SAS, REXX.

Desktop Applications

Eclipse, Visual Studio, Photoshop, Illustrator, Flash, Dreamweaver, Premiere, Final Cut, SVN, Git, CVS, Perforce.

EDUCATION

University of British Columbia

Bachelor of Computer Science

September 2004 – May 2010