

# STEVEN HART

## Lead Software Engineer

📞 508.654.8062 @ steven.hart282@gmail.com 🌐 github.com/hartste90  
📍 San Francisco, CA

## EXPERIENCE

Lead Software Engineer 01/2023 - Present

[loconic.io](#) San Francisco

loconic builds software applications that shape the future of digital engagement. We create and grow projects that leverage next-generation technology and cutting edge consumer interfaces.

- **Architected and implemented** scalable React applications focussing on performance and flexibility.
- **Managed and mentored** a team of 8 engineers to drive Agile product development and promote best practices.
- **Defined the technical roadmap** for our flagship application, including the validation of major 3rd party partnerships and frontend and backend tech stacks.
- **Worked hand-in-hand with directors** in product, design, and UX to author a solid product and development strategy.
- **Integrated RESTful APIs** and GraphQL endpoints to direct user flow and application state management.
- **Created workflows leveraging AI** tools and automations to reduce time-to-market by ~60%.
- **Grew the engineering team** from 2 to 9 in 5 months, crafted an engineering ladder to track growth, and created 30-60-90 day onboarding plans for new hires.

Lead Software Engineer 2019 - 2022

[AppLovin](#) San Francisco

AppLovin is the world's leading mobile marketing platform using machine learning to fuel the world's most popular mobile games.

- Boosted signup rate by +17-30% by increasing the quality and retention of our front-facing gameplay library
- **Grew engineering team** from 2 to 14 front and backend engineers over 3 years.
- **Managed and mentored** fully-remote engineering team directly responsible for portfolio of apps earning \$6.5M+ in monthly recurring revenue.
- **Spearheaded integration** of blockchain transaction framework into experimental game ecosystems.
- **Developed R&D Cloud solutions** for validating In-App Purchase receipts and anti-cheat safeguards using JS.
- **240 apps published** in 3.5 years.
- **Authored interview structure** for candidates and established take-home assessments and guidelines for successful interviews.
- **Specified software development policy** for remote work during Covid-19 transition.
- **Improved app load times +80%** by restructuring and optimizing asset pipeline and optimizing data management.
- **Built CI/CD automation** and remote Jenkins server to improve build velocity and dependability.
- **Directed technology evaluation** and off-the-shelf tool selection.
- **Centralized a proprietary library** of numerous 3rd party SDKs.

Co-Founder | Principal Engineer 2020 - Present

[Rapidfire Studios](#) San Francisco

Rapidfire Studios is a web and mobile app development studio located in San Francisco, California. We create polished bespoke experiences based on collaborative iteration with our customers.

- **Led business and engineering strategy** to leverage fast iteration and customer involvement.
- **Negotiated contracts** with customers including scoping body-of-work and deliverable timelines.
- **Integrated bespoke Stripe payment frameworks** for bespoke cart and purchase experiences tailored to our customers.
- **Leveraged AWS** cloud project structure support with short and long term data processing, storage, and reporting.
- **Managed outsourced work contracts** for high value projects.



## ABOUT ME

Capable and pragmatic lead engineer with 12+ years of market knowledge in the web and mobile spaces. I build and lead strategic teams that leverage data metrics to drive revenue and margin growth. Hands-on experience scaling startup teams through IPO and creating results-driven development pipelines. I enjoy jumping into unfamiliar territory and staying current with bleeding-edge technologies via personal and professional projects.

## SKILLS

### Tools

React.js · Tailwind · C# · JS/TS · Git ·  
MongoDB · Jenkins · Looker ·  
HTML5/CSS3 · LUA · Unity · AWS ·  
Amazon Alexa SDK · Google Firebase

### Professional Knowledge

Cloud Architecture · Data Management ·  
Market Strategy · App Design ·  
Technical Test Coverage ·  
Management & Recruiting ·  
CI & Deployment · UX/UI Development ·  
Mentorship & Teaching

## EDUCATION

### B.S. Computer Science

UMBC  
2014

### B.A. Interactive Media

UMBC  
2014

## EXPERIENCE

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### Sr Software Engineer

2014 - 2019

[Lumosity](#)

San Francisco

Lumosity brings neuroscience and game development together to craft a catalog of 50+ games on a mission to strengthen users' cognitive abilities.

- **Boosted subscription rate 30%+** by expanding the studio portfolio by 6 games in 4 years.
- **Piloted Snapchat arcade integration** system.
- **Accelerated development timelines +55%** by applying rigorous subtractive design and RACI techniques.
- **Built Unit Testing framework** for a library of 50+ applications.

### Google Student Ambassador

2014

[Google](#)

Baltimore

Google is a multinational technology company focusing on online advertising, search engine technology, cloud computing, and artificial intelligence.

- **Acted as a liaison** between Google and my university (UMBC).
- **Worked with local Google teams** to run usability tests of new products and features with students.
- **Directed events** to prepare students for a career in software engineering and build relationships with Google engineering teams.

### Software Engineer

2012 - 2014

[\(ACES\) Analytics, Computing, and Engineering Solutions](#)

Baltimore

ACES, Inc. is a veteran-owned small business specializing in intelligence analysis and engineering services. We are a group of experienced professionals well versed in the latest software development best practices, analysis tools, networking infrastructures, and security protocols.

- **Achieved a 25% reduction in application load times** by optimizing performance through lazy-loading and visual progression techniques.
- **Created custom in-browser WYSIWYG editor** for specialized document drafting application.
- **Implemented proprietary unit testing** and integration testing framework for multiple security-focussed applications.

### Playcrafting Bootcamp Instructor

2017 - 2019

[Playcrafting](#)

San Francisco

Playcrafting builds custom training programs, hosts dynamic interactive events, and trains the next generation of creators with one of the world's biggest online communities.

- **Defined bootcamp curriculum** focussing on practical development and industry-informed design.
- **Hosted mock investment pitch workshops** and feedback seminars.
- **Taught a wide breadth of software development skills** including scripting, art, and publishing.