STEVEN HART

Lead Software Engineer

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📍 San Francisco, CA

EXPERIENCE

Lead Software Engineer

Ioconic

📅 01/2023 - Present   📍 San Francisco

Ioconic.io builds software applications that shape the future of digital engagement. We create and grow projects that leverage next-generation Web3 technology and cutting edge consumer interfaces.

- Defined the technical roadmap for our flagship Web3 mobile title, including the validation of major 3rd party partnerships and frontend and backend tech stacks.
- Managed a team of 8 engineers to drive product development and expand the capabilities of our development team.
- Worked hand-in-hand with directors in product, design, UX, and art to author a solid product and development strategy.
- 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.
- Craft and review Technical Design Documents and PR's to ensure our distributed team always feels in sync and can contribute asynchronously.

Lead Software Engineer

AppLovin

📅 2019 - 2022   📍 San Francisco

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

- Defined technology vision, strategy, and application architecture for core studio engineering.
- Grew team from 2 to 14 front and backend engineers over 3 years.
- Spearheaded NFT integration into game ecosystems using Vessel and the Unity engine with C#.
- Managed and mentored fully-remote engineering team directly responsible for portfolio of apps earning $6.5M+ in monthly recurring revenue.
- Developed R&D Cloud solution 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 automation and Jenkins server to improve build velocity and dependability.
- Directed technology evaluation and off-the-shelf tool selection.
- Consolidated numerous 3rd party SDKs into centralized proprietary library.

ABOUT ME

Capable and pragmatic engineering leader with 12+ years of mobile market knowledge. 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

Professional Knowledge

Cloud Architecture

Data Management   Market Strategy

App Design   Technical Test Coverage

Management & Recruiting

CI & Deployment   UX/UI Development

Mentorship & Teaching

Tools

React.js   C#   JS/TS   Git

MongoDB   Jenkins   Looker

HTML5/CSS3   LUA   Unity   AWS

Amazon Alexa SDK   Google Firebase

EDUCATION

B.S. Computer Science

UMBC

📅 2014

B.A. Interactive Media

UMBC

📅 2014

EXPERIENCE

Co-Founder, CTO

Rapidfire Studios

📅 2020 - Present   📍 San Francisco

Rapidfire Studios is an app and brand development studio located in San Francisco, California. We create polished bespoke experiences based on collaborative iteration with our customers and leverage open-source community driven development.

- Led business and engineering strategy to accomplish our promises of fast iteration and customer involvement.
- Fully integrated customer applications with Stripe payment platform.
- AWS cloud project structure support with short and long term data processing, storage, and reporting.
- Managed incoming work contracts as well as outsourcing work for multiple high value projects.

Sr Software Engineer

Lumosity

📅 2014 - 2019   📍 San Francisco

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