STEVEN HART

Principal Software Engineer | Frontend & Cloud Architecture | Team Growth & Leadership

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Experience

Ioconic.io
San Francisco

Principal Frontend Software Engineer
01/2023 - Present

- **Implemented** flexible web applications using React and TypeScript, focussing on performance and data management across 4 major company initiatives.
- **Authored data schema and integrated RESTful APIs** and GraphQL endpoints to direct user flow and application data management.
- **Defined the technical roadmap** for our flagship product collaborating directly with the CEO and stakeholders from product, design, and business disciplines.
- **Translated nuanced product KPIs** into refined user-facing experiences and lead-generating promotions.
- **Migrated to Next.js server-side rendering** across seed-stage client authoritative codebase without interrupting service to current users.
- **Automated our entire testing and deployment pipelines** using Jenkins and Xcode tools.
- **Grew the engineering team from 2 to 8** in 5 months, crafted an engineering ladder to track growth, and created 30-60-90 day onboarding plans for new hires.

AppLovin
San Francisco

Staff Software Engineer
2019 - 2023

- **Developed internal analytics portal** using React and TanStack to empower business development teams to analyze our portfolio health and product usage data.
- **Implemented SDK integration** for developers to automate data reporting to our backend using C# and reflection to incorporate dynamic libraries at runtime.
- **Setup RESTful APIs to create a flexible AWS backend** capable of scaling with the large number of concurrent users on both our frontend and backend gateways.
- **Developed cloud-based purchase validation framework** for In-App Purchase receipts and anti-cheat safeguards using NodeJS.
- **Improved app load times +80%** by restructuring and optimizing asset pipeline and optimizing data management.
- **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.
- **240 web apps, microservices, and mobile apps published** in 4 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.
- **Built CI/CD automation** and remote Jenkins server to improve build velocity and dependability.
- **Directed technology evaluation** and off-the-shelf tool selection.
- **Spearheaded integration** of blockchain transaction framework into experimental app ecosystems.
- **Centralized a proprietary library** of numerous 3rd party SDKs.

Rapidfire Studios
San Francisco

Co-Founder | Principal Engineer
2020 - Present

- **Created custom web apps** in React and mobile experiences for clients from scratch through deployment and maintenance.
- **Integrated bespoke Stripe payment frameworks** for cart and purchase experiences tailored to 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.
- **Leveraged AWS** cloud project structure support with short and long term data processing, storage, and reporting.
- **Managed outsourced work contracts** for high value projects.

Lumosity
San Francisco

Senior Software Engineer
2014 - 2019

- **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
Baltimore

Google Student Ambassador
2014

- **Acted as a liaison** between Google and the university.
- **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 teams.

Experience

(ACES) Analycis, Computing, and Engineering Solutions
Software Engineer

Baltimore

2012 - 2014

- **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
Programming Bootcamp Instructor

San Francisco

2017 - 2019

- **Defined bootcamp curriculum for 80+ students** focussing on practical software development and industry-informed design.
- **Hosted mock investment pitch workshops** and feedback seminars.
- **Taught a wide breadth of software development skills** including scripting, media, testing, and publishing.

Skills

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

Professional Knowledge:
Data Management · Test Automation · Cloud Architecture · Management & Recruiting · CI & Deployment · UX/UI Development · Market Strategy · Mentorship & Teaching

About Me

Capable and pragmatic engineer with 15+ years of technical and market knowledge. I build and lead strategic engineering teams that leverage data metrics to drive revenue. Hands-on experience scaling startup teams through IPO at Applovin and creating results-driven development pipelines. I enjoy jumping into unfamiliar territory and staying current with bleeding-edge technologies via personal and professional projects.

Education

UMBC
B.S. Computer Science

2014

UMBC
B.A. Interactive Media

2014