

# JOHN SULLIVAN

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## Shmeppy – Lead Software Engineer & Founder

2018 – Present

- Bootstrapped the SaaS business from ideation to launch, centered around a collaborative map editor product built on Node.js, React, TypeScript, WebSockets, and the Canvas API.
- Developed analytics pipelines in Python and Rust which could instantly process 500M logs and drove many decisions like the timing of the premium accounts launch and which marketing channels to invest in.
- Built an entire subscription system on [Stripe Elements](#) and optimized the onboarding funnel to attract 27K users who built 80K maps.

## Khan Academy – Senior Software Engineer

2016 – 2018

- Bootstrapped a team of five to finish the work of a critical, failed project with external deadlines. Quickly onboarded new Senior Engineers and conducted end-user interviews and high-level design while becoming an expert in an aging part of the GCP, Python, and React codebase.
- Proposed, designed, and co-built a [Selenium](#) end-to-end testing system that prevented critical flows like signup and login from going down despite our continuous deployments.

## Khan Academy – Software Engineer

2014 – 2016

- Built the React frontend for the launch of Official SAT® Practice, led a team of four to lay a foundation for new test prep products, and was promoted shortly after.
- Championed adoption of [Flux](#) (later [Redux](#)) across the company greatly simplifying state management.
- Created [our original engineering blog](#) helping with recruiting and knowledge-sharing internally and beyond.

## Mozilla – Software Engineer Intern

2014

Decreased DNS lookup latency on all Mozilla products by leveraging OS caches (using C++).

## Khan Academy – Software Engineer Intern

2013

Rebuilt their search engine reducing indexing latency from days to minutes, improving engagement.

## JetHead Development – Software Engineer Intern

2012 and 2013

Rebuilt the entirety of their closed captioning systems, drastically improving their products' reliability.

## John CS Development – Software Engineer & Founder (Part-Time Contracts)

2007 – 2013

Completed over 20 contracts including building [ColorTrack Realtime](#)'s desktop interface and a CMS for a senior community home broker with C# and WPF, and a ribbon toolbar with RTL language support with VB6.

## Additional Experience

- Contracted to build Unity extensions for [Primer Learning](#)'s 1.8M subscriber YouTube channel.
- Taught C++ and Python as a Supplemental Instructor at the [University of California, Riverside](#).
- Co-founded [Galah Group LLC](#) and built a product with Python, MongoDB, Flask, and OpenVZ containers.