John Sullivan

Email • GitHub

Shmeppy Lead Software Engineer & Founder   2018 – Present

`TypeScript` `React.js` `PostgreSQL` `Vite` `Node.js` `Rust`

- Founded the SaaS product Shmeppy which has over 800 active subscribers.
- Built a delightful map editor on the Canvas API with multi-user collaboration supported via the operational transformation algorithm.
- Created the business independently until recently hiring a junior developer, growing the team to two.
- Built analytics pipelines and tools to support informed, data-driven decisions.
- Created payment flows, backup & monitoring systems, marketing campaigns, and much more.

Primer Learning Staff Software Engineer (Contract)   2022 – 2023

`C#` `Unity`

- Built Unity simulations and editor extensions for Primer Learning's YouTube channel with 1.7M subscribers.
- Assisted in hiring and onboarding the company's first full-time developer.

Khan Academy Senior Software Engineer   2016 – 2018

`JavaScript` `React.js` `Python` `Google Cloud Platform` `BigQuery` `Selenium`

- Led a team of five to display different content trees to users in various locales. Developed new content editing tools for creators. Completed fundamental infrastructure allowing code to seamlessly access the new trees. Educated other teams on the new infrastructure.
- Proposed, designed, and co-built a cloud-based end-to-end testing system, and directly negotiated for free infrastructure from Sauce Labs.

Khan Academy Software Engineer   2014 – 2016

`JavaScript` `React.js` `Google App Engine` `Gulp.js`

- Built the frontend for the launch of Official SAT® Practice. Then led a team of four to expand its functionality and lay a foundation for other test prep products.
- Created Khan Academy's original engineering blog and encouraged contributions to it.

Mozilla Software Engineer Intern   2014

`C++` `Networking` `Android`

Improved the networking stack for all products and researched mesh networking for Firefox OS.

Khan Academy Software Engineer Intern   2013

`Python` `AWS` `JavaScript` `Bash`

Created a custom search engine built on AWS CloudSearch.

JetHead Development Software Engineer Intern   2012 and 2013

`C++`

Built the entirety of the closed captioning systems for their suite of set-top boxes.

UC Riverside Supplemental Instructor Supervisor   2013 – 2014
UC Riverside Supplemental Instructor   2011 – 2013

`C++` `Python`

Taught computer science to fellow college students, and managed and trained other instructors.

Galah Group LLC Cofounder   2012 – 2014

`Python` `Flask` `OpenVZ` `Containers`

Cofounded Galah Group LLC in college. Developed a product for testing CS students' submissions in isolated OpenVZ containers. UC Riverside used it for many years, even after we sunsetted the product.

Various Companies Software Engineer (Contract)   2007 – 2013

`Python` `C#` `WPF` `Visual Basic 6`

- Completed over 20 contracts ranging from 1 to 36-month terms during high school and college.
- Contracted to build ColorTrack Realtime: a desktop application that analyzes samples from a custom-built laser. Built in C# using WPF.
- Contracted to build a clone of the Microsoft Ribbon in Visual Basic 6.