JIMMY **SCHEMENTI**

Open Source

- [Kanvas](#)
- [Riker](#)
- [IronnRuby](#)
- [IronPython](#)

More project on [GitHub](#)

Education

- Masters, Computer Science, Worcester Polytechnic Institute (2005 - 2007)
- Bachelors, Computer Science, Worcester Polytechnic Institute (2002 - 2006)

[Tumblr](#) - New York, NY

» Principal Software Engineer (8/2016 - 12/2020)

Principal Software Engineer at Tumblr, a blog-based social network, working on post and content creation. Primarily built Kanvas, an open-source media editor: https://github.com/tumblr/kanvas-ios, and integrated it into Tumblr as a media editor, GIF maker, and story-style posting tool. Also worked on other feature areas, like the Dashboard, Explore, Search, and Ads, and other projects like startup performance.

Key Contributions:

- Built Tumblr media creation and editing features on iOS: camera, editing, GIFs, and story-style posting.
- Collaborated with Product Management to set roadmap, QA & Release Automation to get new features released, Product Design to make the best UX we can build, and Android Engineering to ensure architecture and features work similar between iOS and Android implementations.
- Open sourced the iOS implementation as Kanvas: https://github.com/tumblr/kanvas-ios,
- Prototyped a new content creation and consumption style for Tumblr.
- Built and shipped many other medium-size features across Tumblr's backend systems, API, iOS, Android, and web apps, mostly focused on increasing engagement in posts (for example: New Posts Indicator, Note Highlights, Related Blogs). These features are on the Dashboard, Expore, and Search.
- Improved startup performance of Android and iOS apps over multiple projects (server-side database and cache workload optimizations, client-side databse access optimizations, and decrease data-over-the-wire).
- Advised and mentored senior engineers.
- Part of Tumblr Engineering interviewing for both Backend, Android, iOS, and Web roles.
- Ran a first-engineer-hire technical interview process for BUILTBYGIRLS (an internal team in Tumblr's parent company's).

[SOLS](#) - New York, NY

» Director of Engineering, 3D / Principal Software Engineer (2/2015 - 6/2016)

SOLS makes custom 3D printed insoles from answering just a few questions and taking two photos of each foot with the SOLS Custom Fit iPhone app.

As Director of Engineering 3D, I led a team of 6 engineers, responsible for building the systems which generate the "medical" physical product and tools to manage the process (including: automated (and manual fallback) photo measurement, 3D model design and generation, 3D print job management).

When SOLS focused fully towards the consumer space, we flattened the team and I focused on a new iOS app, the first version of an online purchasing experience, and adapting our existing physical product generation system to support a very new

design of SOLS.

Key Contributions:

- Built initial version of iPhone app and services, and the final photo capture experience. (Swift, Node.js, and Postgres).
- Built initial online purchase experience.
- Built infrastructure automation (based on Jenkins, CloudFormation, and Salt Stack).
- Introduced development process with code reviews, automated testing, and local development environment which mimic production. Introduced deployment process where any developer could deploy to production after code review and test automation succeeded.
- Built 3D model generation system (Node.js, RabbitMQ, Python, Rhino3D, Blender, Amazon S3).
- Built a product tour of what the physical product would look like for each customer and how it was customized (Web, WebGL, Blender, Python).

Moven - New York, NY

» Head of Engineering / Lead Software Engineer (10/2012 - 9/2014)

Described by TechCrunch, Wired, and Forbes as a "bank of the future", Moven is a debit account and an app for iPhone and Android that helps you manage your finances in real-time as you are spending money.

Key responsibilities and achievements:

- Hands on and overseeing all product design, development, and engineering.
- Lead product and engineering efforts from seed funding through successful Series-A round, raising $8M in July 2014.
- Built Moven's debit card backend, transaction analytics, and web app. Technologies used: Node.js, MongoDB, Redis, Python, HTML/CSS/JavaScript, Backbone.js.
- Built Moven's iPhone app and Android app, and managed all app store releases. Technologies used: Objective-C, UIKit, HTML/CSS/JavaScript, Backbone.js, Cordova, Java.
- Setup continuous integration/testing/deployment/release, realtime metric monitoring, and ad-hoc data prototyping environment. Technologies used: Jenkins, AWS, Riker, StatsD, Graphite, IPython Notebook.
- Managed team with a lightweight engineering process: prioritized backlog, constructive code reviews, and leading by example.

Lab49 - New York, NY

» Senior Software Engineer (8/2010 - 10/2012)

Lab49 is a global firm providing strategy, design and technology consulting; building advanced and modern solutions for the world's leading investment banks, hedge funds and exchanges.

Key responsibilities:

- Build modern front-ends in web and desktop technologies for various types of financial institutions.

Notable projects:

- Built a web-based system for Quantitative Analysts to give the firm more insight into financial instruments using quantitative methods. (Python, IronPython, C#, .NET).
- HTML5 front-end for foreign exchange single-dealer platform (JavaScript, CSS, HTML, Node.js, Java).
- Proposal and prototype new Financial Advisor system for a large consumer bank. (JavaScript, HTML, Node.js, C#).

Microsoft - Redmond, WA

» Program Manager (7/2007 - 7/2010)

Project manager and software developer for open-source programming languages, compilers, and developer tools, specifically IronRuby, IronPython, and the Dynamic Language Runtime (DLR).

Key responsibilities:

- **IronRuby core-team member - contributed to libraries, compiler, and evangelism.**
- **Managed IronRuby project through 1.0 and 1.1 releases.**
- **Project that enables Silverlight and ASP.NET MVC applications to be built in DLR-based languages.**
- **Designed and built IronRuby and IronPython websites.**
- **Collaborate closely with Silverlight product and release team.**
- **Collaborate closely with web evangelism team.**
- **Presented at RailsConf 2008, RailsConf 2009, RubyConf 2009, PyCon 2010, and MIX 2010.**
- **Advocate for Microsoft's involvement in open source.**
- **Organized the Lang.NET Symposium, a 3-day conference for programming language and tools developers.**

» Program Manager Intern (Summer 2006)

Worked on the IronPython team, specifically working on Windows Presentation Foundation and ASP.NET integration.

Worcester Polytechnic Institute, Worcester, MA

» Lead Developer - Artifical Intelligence Lab (1-6/2007)

Lead WPI's Artifical Intelligence lab in a redesign/rebuild of ASSISTments, an intelligent tutoring system. The system was gradually rolled out to schools, and it is still in use today.

General Electric, Danbury, CT

» Information Management Leadership Program Intern (Summer 2005)

Lead a user-acceptance testing effort between users and developers on different continents.

Jimmy Schementi

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