

Kevin Mooney

Engineering Leader

PROFILE

I'm an accomplished engineering leader who's made major contributions building and scaling consumer-facing payments and commerce products to tens of millions of users. I'm eager to bring my experience, energy and excitement to drive innovation, foster collaboration, and achieve remarkable outcomes.

EXPERIENCE

Seller Tools Engineering Lead, Bandcamp, Austin, Texas (remote) — 2021-Present

Sr. Engineering Manager — 2018-2021

Sr. Software Engineer — 2015-2018

Maintained and enhanced large parts of Bandcamp's payments system through ongoing updates and major product additions. About a billion dollars of artist payments have been processed through my code. I also wrote and successfully shipped a new address management system, subscription monitors, delayed authorization, front-end checkout improvements and back-end performance improvements.

In addition to IC responsibilities, I led a people-management cohort of 6-8 engineers, providing guidance, mentorship and performance management.

Now currently leading a team of 6 distributed engineers and managers to build and maintain all of Bandcamp's artist, label and distributor facing features. Worked with product and design leads to define product features and schedules. Mentored engineers on Bandcamp's codebase, engineering philosophies and best practices. Most recently led a project to eliminate over \$100MM in potential regulatory liability.

Engineering Director, Web Cube, Austin, Texas — 2011-2015

Helped spin-off a CMS and eCommerce product from a parent design & marketing agency. Set up the Austin-based office, hired engineers and wrote piles of e-commerce and CMS code in Python. Worked directly with clients to complete integrations, handled engineering-escalated support issues and maintained client relationships.

Sr. Software Engineer, CORESense, Saratoga Springs, New York — 2007-2011

Built, maintained and enhanced e-commerce software. I created around one hundred technical specifications and wireframes for new e-commerce features including inventory and warehouse management, recurring subscriptions, RMA management and more.

Software Engineer, Request Multimedia, Ballston Spa, New York — 2005-2007

Built, maintained and enhanced a Linux-based media operating system. I wrote the ALSA and Open Sound System connectors for new audio hardware in C++. Drove Python adoption for home control systems.

EDUCATION

Rochester Institute of Technology, Rochester New York — Comp Sci, Fall 2003

SKILLS

Computing in general ;-), Python, Ruby, JS, SQL, AWS, cloud computing, systems architecture.

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