Michael Cohen

Software Engineer

PROFESSIONAL EXPERIENCE

OpenSea

August '22

December '23

Engineering Manager | Creator Team

- Bootstrapped and directly managed 6 engineers (FS + BE) focused on building products and tools for creators.
- Led a team of 4 engineers in the development of Primary Drops, a 0 → 1 NFT creation platform with over *$25M+ GMV* and *$2M+ revenue* to date, grew from *0% to ~15%* market share.
- Shipped Creator Studio, a one-stop shop, no-code solution for creators to build & manage their NFT projects from scratch, with over *12 million NFTs created across 25K collections* to date on the platform.
- Shipped new collection pages, rich storytelling for creators through a feature rich page editor.
- Collaborated with high-profile marquee partners (*Nike, Puma, Adidas, Haas,* Hugo Boss) to launch their NFT projects.
- Served as team's TL and set the technical direction, authored/reviewed engineering RFCs, and set up operational processes and standards.
- Worked cross functionally with BD, marketing, ops, legal, and finance on partnerships, deal negotiations, and product launches.

June '21

August '22

Senior Software Engineer | Platform Team

- Drove critical enhancements in OpenSea's platform during a period of hyperscale, significantly contributing to its GMV growth.
- Led the scaling, migration, and documentation rewrite of the public REST API, introduced a new Elixir-based stream API, and integrated advanced queuing systems for robust scalability.
- Implemented spam detection for blockchain NFT mints and facilitated the integration of the Solana blockchain into the marketplace, broadening platform capabilities while increasing the stability of our infrastructure.

Amazon

September '18

June '21

Software Engineer | Amazon Live Creator

- Developed features for the iOS Creator app, across the data layer, APIs, and the front-end. This tool enables our creators to livestream to the Amazon Live platform.
- Lead the Amazon Live development team on the FireTV project. Oversaw the complete redesign of the existing Amazon Shopping app on FireTV to transform it to a livestream-centric experience.
- Introduced gamification features that gave Influencers the ability to boost sales and increased the creator count in our program from *under 2K to over 15K creators*.
- Mentored interns and new hires and guided them through their first feature releases

March '18

September '18

Software Engineer | AWS Elastic Block Store

- Oversaw operations for the API services of AWS Backup Service (ABS), a highly scaled distributed system with *$2.9 billion in revenue in 2017*
- Facilitated the development of Data Lifecycle Manager for ABS: a new product that allows customers to automate the process of backing up data stored on EBS volumes by creating policies based on AWS tags

April '17

August '17

Software Engineering Intern | Prime Pantry

IBM

May '16

August '16

Software Engineering Intern | Watson Research

EDUCATION

Class of 2017

Bachelor of Science Computer Science Engineering | University of Florida

Minor in Entrepreneurship

CONTACT

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SKILLS

Areas of Expertise

- Full Stack Web Development
- Distributed Systems
- Mobile Applications
- Smart Contract Development
- Serverless Architecture
- GraphQL APIs
- RESTful APIs

Frameworks & Languages

- Python
- Java
- React
- TypeScript
- AWS
- NodeJS
- NextJS
- Solidity
- Elixir
- Go

SOCIALS

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