

# Nick Stein | Software Engineer

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## Profile

Enthusiastic, highly motivated, and empathetic software engineer who is passionate about converting complex concepts into functional code.

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## Experience

### SmarterTravel | *Senior Software Engineer* | July 2021 - September 2022

- Built and maintained software features for an email pipeline capable of sending over 50 million messages per day on a Python / Kubernetes / Kafka / Redshift stack
- Provided Ops for multiple business units, including maintenance and R&D for shared services, an on-call schedule, developing custom alarms in Nagios and Loki
- Automated a large number of builds for projects on GitHub Actions

### Trellis | *Software Architect* | July 2020 - July 2021

- Built and maintained tooling for automating developer time tracking and client billing
- Assisted engineering teams with spikes and design documentation for novel projects (such as headless e-commerce)

### Trellis | *Director of Engineering* | October 2018 - July 2020

- Facilitated technical escalations from the Tech Leads and Project Management
- Assisted the Project Management team with understanding the unique skills of each developer to help assign the right team members to their projects
- Worked to get IC developers to 80% billable and Tech Leads to 65% billable consistently every week
- Managed the entire backend engineering team, conducting 1x1s, performance reviews and other managerial functions for a team of 15+ full time engineers and contractors

### Trellis | *Lead Senior Software Engineer* | July 2018 - October 2018

- Team Lead for a highly effective software engineering team with several direct reports
- Software Engineering mentor and general Linux/Unix resource for junior developers
- Built several applications to automate internal workflows, integrating tools like Google Sheets and JIRA to generate reports

### Trellis | *Senior Software Engineer* | April 2018 - July 2018

- Architected and built frontend applications using Vue.js that pull data via custom WordPress APIs
- Architected and built integrations with third-party services like point-of-sale and product information management platforms
- Created CI/CD pipelines on various cloud platforms (Bitbucket Pipelines, Codeship, etc.) to automate deployments

### Trellis | *Software Engineer* | September 2017 - April 2018

- Individual Contributor on many Magento 1 and Magento 2 client projects
- Created a highly flexible, admin configurable, SVG-manipulation based frontend application that allows a user to heavily customize a product in Magento 2
- Integrated PACE Anti-Piracy SDK into Magento 2 so that a client's checkout flow could seamlessly deploy licenses to iLok users

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#### **GSN Games (Game Show Network) | *Software Engineer, Monetization* | April 2016 - September 2017**

- Built new features for, and maintained existing ones, on an abstraction layer for Unity that controls multiple native video advertising SDKs
- Created a solution for integrating a native survey provider into Unity without leveraging their Android / iOS SDKs
- Created a build script that generated and built an Android Gradle project on Unity 5.3
- Created an Android (Java) plugin to marshall data between a native advertising plugin and Unity

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#### **OYO Sports | *Junior Software Engineer* | July 2014 - March 2016**

- Delivered a Magento-based ecommerce solution with a small team under a tight deadline
- Created a distributed graphics automation pipeline leveraging C#, Python, and JavaScript which was used to create multiple product lines consisting of more than 100 SKUs each
- Built a centralized API (Silex) for all of OYO Sports' online infrastructure
- Worked with AWS, Ansible

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## **Education**

B.S. Computer Information Technology | Champlain College, 2013

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