

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.

Experience

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

- Built and maintained features for email pipeline sending 50+ million daily messages on a Python / Kubernetes / Kafka / Redshift stack
- Ops management for multiple business units, including an on-call schedule and custom alarms in Nagios and Loki
- R&D for shared services, such as migrating Kubernetes cluster from Kops to EKS
- Automated a large number of builds for projects on GitHub Actions, including migration from CircleCI on a org with 300+ repos

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

- Developed tooling for automated time-tracking and client billing
- Served as highest escalation point for engineering challenges
- Mentored engineering teams by providing 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
- Collaborated with Project Management team to plan team member project assignments
- Increased IC developers to 80% billable and Tech Leads to 65% billable consistently
- Managed 15+ member backend engineering team, conducting 1x1s and performance reviews

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

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

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

- Designed 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
- Configured 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 customize a product in Magento 2
- Integrated PACE Anti-Piracy SDK into Magento 2 for a seamless license delivery mechanism

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

- Built new features on an abstraction layer for Unity that controls multiple native video advertising SDKs
- Integrated a native survey provider into Unity without leveraging their Android / iOS SDKs
- Developed 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

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 generating multiple product lines of 100+ SKUs
- Built a centralized API for all online infrastructure
- Managed Linux and Windows servers hosted on AWS and in-house, leveraging ops tools such as Ansible

Education

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