Paul Sheridan

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About Me

I'm an experienced, results-driven software engineer with a passion for building scalable systems. Recognized for balancing technical excellence with pragmatic solutions, I'm focused on creating high-quality, maintainable code and fostering collaboration across teams.

Professional Experience

Western Washington University
October 2023 - June 2024

App Developer, Contract

- Automated repetitive and error-prone tasks using Python and Java within the Ellucian Banner system, improving efficiency and reducing manual effort.
- Designed scalable solutions to enhance university operations, improving system reliability and performance.

Thoughtful, Inc.
October 2022 - June 2023

Solution Architect

- Worked directly with clients and internal stakeholders to design business automation solutions tailored to their specific business needs.
- Oversaw the implementation of business-critical infrastructure built in Python and deployed through Thoughtful's RPA platform, leading a team of 4 developers to achieve key success metrics.

Sr. Software Engineer

- Contributed to infrastructure development for a rapidly growing tech startup, creating a world-class robotic process automation platform. Key features included containerization, advanced telemetry, and custom orchestration backends.
- Managed customer communication, requirements gathering, product roadmapping, and delivery for multiple robust business-critical systems.

Rad Power Bikes
September 2020 - July 2022

Software Engineer

- Built and deployed a real-time logistics data pipeline using TypeScript, ensuring seamless data integration between retail, operations, and partner services.
- Designed and led development of retail tools for online reservations and in-store pickups, utilizing AWS Lambda, Python, React/TypeScript—a platform responsible for one-third of total retail sales.
- Established engineering standards and best practices for development efficiency and scalability.

Big Fish Games Inc.
July 2017 - September 2020

Software Engineer & Release Engineer

- Built and led a 4-person Scrum team focused on infrastructure enhancements and automation.
- Led the development of distributed systems for automating iOS build distribution, reducing deployment times from hours to seconds.
- Built scalable release automation pipelines using Jenkins and CircleCI, improving efficiency across multiple teams.

Donuts Inc.
February 2017 - July 2017

Software Engineer

- Developed a cloud-based QA and operations system using Python on AWS Lambda.
- Automated enforcement of Terms of Service (TOS) violations through large-scale data processing.

CloudRunner Inc.
August 2016 - February 2017

Jr. Software Engineer

- Created server-side technologies improving performance and stability of the ITaaS platform using Go.
- Designed marketplace functionality and integrated a third-party billing platform.

Projects

Grackle Tattoo Booking Software - *December 2024*
Tattoo booking software built with Python and TypeScript, simplifying the booking process for artists and clients.
- Highly customizable, giving tattoo artists the ability to fine tune their web presence throughout the booking process.
- Provides scheduling flow options which can be managed by the artist or the client, dynamically calculating availability to provide flexibility to both the artist and the client.
- Offers customizable email and text notifications via Twilio to the customer leading up to, and after their appointment.

Rad Power Bikes *Build Your Own* Bike Customizer - *March 2022*
Rad Power Bikes' customers can now customize their electric bike before purchase on the company's website. The customizer is a beautifully designed web app that lets customers choose their dream bike, add accessories, change colors, and place their order in an elegant way.
- Queries online and store inventory to provide real-time availability during the customization process.
- Provides Rad's Merchandising team with an accessory compatibility UI for quick and easy updates to the customizer as well as other systems, built with React.
- Provides seamless interaction with the company's Shopify-based website and product detail pages.

Rad In-Store Pickup Platform - *January 2022*
In-store pickup is a core component of the modern retail experience. Customers are able to order a product through Rad's familiar website and choose to pick that item up in store.
- Provides an intuitive, easy-to-use interface for customers that integrates seamlessly with the company's Shopify storefront.
- Matches customers and stores based on location data, ensuring customers are within a reasonable driving distance of their pickup location.
- Provides an administrative interface via React for each retail store to track and manage customers' orders.

Global 3PL Communication Platform - *December 2021*
Rad Power Bikes has logistics partners all over the globe to ensure that our products make the journey from manufacturers to cargo ships to warehouses and finally, to the customers doorstep.
- Translates various EDI files into modern JSON.
- Provides company-wide access to logistics data regarding manufacturing, shipping, and warehousing via a standardized API and administrative UI.
- Is exceptionally well monitored and delivers immediate, granular notifications wherever issues arise.

Technical Skills
- **Programming Languages:** Java, Scala, Python, Go, TypeScript, JavaScript, C#, LUA, Swift, Ruby
- **Cloud & Infrastructure:** AWS, GCP, Docker, Kubernetes, Linux
- **Databases:** MongoDB, DynamoDB, Redis, PostgreSQL, MySQL
- **Distributed Systems:** Microservices, Event-Driven Architecture, High-Throughput APIs
- **DevOps & Tooling:** CI/CD (Jenkins, CircleCI), Infrastructure-as-Code (Terraform, CloudFormation, AWS SAM)
- **Frontend & UI:** React, Redux, Tailwind CSS, Chakra UI

Education
Western Washington University
Bachelor of Arts in Political Science, 2010

Code Fellows
Certificate of Advanced Software Development, Python, 2016

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