Sean McQueen

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SUMMARY

Software Engineer with 5 years of experience. Experienced building high scale systems and high quality tools.

EXPERIENCE

Software Engineer   November 2016 - March 2019
Beeswax, New York, NY
Beeswax builds programmatic ad bidding infrastructure as a service. I joined the company as the 14th employee.

- Led a four person team building the services behind our customer facing campaign management API.
- Responsible for engineering work (maintenance, alerts, up-time, releases & new features) and people work (hiring, onboarding, project management, planning & cross-team communication).
- Interviewed over 200 Software Engineers. Helped develop our technical hiring practices.
- Built and maintained internal tools to make it easy for engineers to write metrics aggregation and automated alerts for production services.
- My first year at Beeswax I worked on our backend userdata systems – doing all that's involved with ingesting large sets of userdata from our customers and making it available for targeting at bid time.

Software Engineer   January 2014 - May 2016
Nextdoor, San Francisco, CA
Nextdoor is a social platform for neighbors.

- Joined the ads team as the second engineer and helped the company make its first dollar. Implemented the first ads selection algorithm at Nextdoor. Built and enhanced tools to support advertising sales.
- Led iOS development of Nextdoor Babysitting – an early prototype of a neighbor-to-neighbor services product.
- Developed our 2015 engineering intern program. Interviewed dozens of intern candidates. Ran an onboarding process for interns.

EDUCATION

Bachelors, Computer Science & Economics (dual major)   2013
Claremont McKenna College, Claremont, CA

LANGUAGES & TECH

Very comfortable with...
   Python, AWS, Docker, MySQL, Postgres, Aerospike, Protocol Buffers
Have written production code using...
   C++, Java, Javascript, PHP, Objective-C, iOS, Bash
Some familiarity with...
   Go, React