Sean Ballew
(425) 327 - 1293
sballew7@gmail.com

Determined leader, team-builder, and developer in software engineering and productization.

PROFILE

- Served as a Principal Engineer and Engineering Manager focusing on leading engineering teams to product delivery.
- Experience with backend development of REST APIs and distributed systems for collection and analysis of large data sets.
- Strong proficiency with Java, Node.js, and AngularJS. Familiarity with C#.
- Familiar technologies include Unity3D, Amazon Web Services, Apache Kafka, Apache Storm, Jersey, SQL.

PROFESSIONAL EXPERIENCE

HERE (Nokia), Seattle, WA **July 2014 - Present**

Principal Engineer / Engineering Manager

At HERE, I served as a part of the leadership team for Predictive Analytics in Seattle. In addition to managing a team of five engineers, I led the conceptualization, design, and development of products. I began working for HERE after the Medio acquisition.

- Created a product pitch for the new analytics dashboarding platform. Took the product through product design, engineering design, implementation, and delivery.
- Leading and managing a team of five engineers to deliver analytics dashboarding and visualization.
- Working closely with product teams to assist with product formulation and direction.
- Serving as project manager for the team. This includes the management of team direction, delegation, product scope/schedule, and assistance with cross-team communication/planning.
- Developed an API on top of the dashboarding platform that allows external developers to extend the dashboard and build their own products.
- Serving as engineering representation to external customers for the purpose of feedback collection and prioritization.
- Providing engineering mentorship to multiple junior engineers to grow their skill sets.

Medio, Seattle, WA **May 2008 - July 2014**

Platform Software Development Engineer

Later acquired by HERE (Nokia). At Medio, I led multiple engineering efforts across various teams, including the design and development of a large-scale data collection service intended to be Medio's (and now HERE's) single data collection deployment.

- Development focus on REST deployments for large-scale, distributed, and highly

available data collection and storage for use in both MapReduce and realtime calculations.
- Developing systems based on Storm and Kafka for realtime computation, analysis, and reporting across large incoming data sets.
- Designed and developed a port of Medio Client SDKs to the Unity3D Game Engine, allowing cross-platform methods of sending data to the collection service.
- Development of product prototypes, including realtime distributed publish-subscribe notifications of incoming data, and heatmap visualization within Unity3D and web site overlays.
- Designed and developed REST APIs and backend content aggregation systems. This consists of aiding in system architecture design, as well as meeting with external customers to assist with the understanding of our integration points.
- Creating and enhancing infrastructure projects to streamline development, including server metric gathering/monitoring, logging, profiling, and performance testing.
- Responsible for interviewing software developer candidates for both the product development team and the QA team.

Independent Game Development, Seattle, WA
In my personal life, I develop independent video games. While no games have been released, I enjoy building them and applying my learnings to my professional endeavours.

- Designing and developing an asynchronous multiplayer platformer for PC using Unity3D.
- Maintaining a development blog to showcase progress and discuss “under the hood” implementation details.
- Implementing clean code architecture and reusable components with designs such as IoC.
- Integration with PlayFab for backend operations, including account management, inventories, and matchmaking.

EDUCATIONAL BACKGROUND

University of Washington, Seattle, WA (2007-2012)
Applied Computing and Mathematical Science (Discrete Math and Algorithms)