

SINAN BOLEL

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EXPERIENCE

Sr. Software Engineer – Front End, Chartbeat Inc. (June 2021 – March 2020)

- Led architecture design and feature implementation for the front-end app of a new subscription [service](#) for professionals collaborating to plan, create, and publish web content campaigns, and to improve the effectiveness of content reach through realtime and historical audience data analytics.
- Enabled activation of the first ~100 customers by rapidly shipping UX features throughout both Alpha and Beta version releases of the Company's first self-service subscription product.
- Architected and implemented new self-service user-experience for account creation and subscription activation by integrating React 16 with StripeJS for payments and a Python Django backend; implemented multi-step reactive form UI using React hooks for state management, Formik and MaterialUI to render the form, and Yup for schema-based validation of field inputs.
- Drove adoption of Google Material Design specifications within the user experience design process; trained developer team in implementing Material-UI React components; trained design team in using Material templates for Figma in user experience designs.
- Refactored existing React application to remove stale in-house design system, and replaced with MaterialUI, reducing the footprint of code maintained by dev team by 50%, allowing team to ship features faster without being blocked by design of common elements.
- Published new documentation for local development and build processes that reduced the onboarding of new developers to the project; fixed and refactored build pipeline preventing devs from being able to run and test the app in local development without hack workarounds.
- Mentored 2 junior front-end developers on team in expanding JavaScript, React, and Angular skill sets; drove adoption of latest ES6 patterns; reviewed 73% of all pull requests from front-end team.
- Led providing technical support to customers throughout alpha and beta launches through email communication and live support on video chat; converted 100% of churned customers into reactivations for those customers who agreed to receiving live support.

Software Engineer, Nissint Technologies, LLC (Jul 2020 – June 2021)

- Led development of web applications for internal tools.
- Designed user experience of application used to automate recruiting office processes.
- Reduced cloud operational cost by rearchitecting monolithic backend as serverless services.

IT Programmer Analyst Lead/ Sr. Data Analyst, State of Maryland Dept. of IT (Sep 2019 – Jul 2020)

- Drove technical implementation of technology business management (TBM) solution to make IT financials transparent for customers of the State of Maryland. Developed standard operating procedures for cross-functional teams to deliver technical consumption data to TBM application.
- Designed and implemented robotic process automation (RPA) for financial data processes to reduce full-time employee hours and Y (tbd) dollars spent on manual tasks.

Web Developer, Bethesda Softworks (Jun 2017 – Jul 2019)

- Implemented new features and bug fixes for the Bethesda.net platform's front-end applications.
- Migrated Bethesda.net services built on legacy JavaScript framework to React.js microservices.
- Designed and implemented JS library to enable React microapps to run alongside legacy services.
- Delivered React.js training to UX team; drove specification of React development team standards.
- Drove development of standard operating procedures in site reliability engineering for UX team.
- Resolved business-critical incidents as the on-call engineer during global video game launch.

Senior Developer, Green Key Technologies (Nov 2016 – Mar 2017)

- Engineered VOIP app to enable calling/push-to-talk with an unlimited number of users.
- Reduced app size by 90% (10MB – 1MB) by transpiling/bundling using Babel, UglifyJS, Gulp.
- Reduced app load time by 90% (7s – 700ms) implementing build tools; moving assets to CDN.
- Implemented continuous delivery for Windows, MacOS, Android, iOS w/ CircleCI, AppVeyor.
- Deployed 15-node DC/OS Mesos cluster on Google Compute Engine for data science team.

Full Stack Software Engineer, Strike Social (Jul 2016 – Nov 2016)

- Engineered Angular 2 app for managing YouTube/Facebook campaigns via one interface.
- Implemented Firebase/WebSockets to provide optimization engine with user data in realtime.
- Interviewed and onboarded a new team of 3 developers, 2 cloud engineers with CTO.
- Drove sprint planning, retrospective meetings; assisted Scrum master in managing the team.

Development Manager, Rocket Wagon (Apr 2016 – Jul 2016)

- Designed, developed; shipped blog engine w/ Node.js, Contentful for global client in 2 weeks.
- Engineered open-source library for instantiating 360-panoramas by including 1 HTML tag.
- Implemented Node.js static page generator to allow the client to create marketing pages without engineering effort, reducing the time to take a page live in production from 1 week to 1 day.

Consultant, One Six Solutions (Jan 2016 – Apr 2016)

- Developed AngularJS company website, reducing load time by 70% from 1 second to 300ms.
- Implemented open-source Node.js module for connecting Harvest HR data to Xero software.
- Documented internal processes, employee guidelines, and internal code style guide.

Co-founder, Pyro (Dec 2014 – Aug 2015)

- Engineered open source browser IDE for building cross-platform apps w/ AngularJS, Firebase.
- Designed front-end of Pyro Platform and composed templates (HTML) and stylesheets (SCSS).
- Executed user acquisition plan for a 60% conversion out of 110 pre-alpha signups.

Co-founder, Besso Labs (Jan 2014 – Dec 2014)

- Led development of 6+ cross-platform apps in JavaScript with Firebase, Ionic Framework.
- Mentored new engineering interns with both full-stack development and database design.
- Started Pyro to help developers create realtime apps quickly through the browser.

Program Manager Intern, Microsoft (Jun 2013 – Sep 2013)

- Responsible for ideation, development, and shipping of ad experience.
- Developed specifications for a new advertising experience for Outlook.com
- Drove sprint planning and retrospective meetings in shipping new ad UX.

Engineering Intern - SwipeSense (Jun 2012 – May 2013)

- Responsible for contributing to Ruby on Rails API for wireless sensor networks.
- Refactored Arduino code used in enabling ingenious wireless sensor networks.
- Reported web development learning progress to CTO and studied web systems.

Lead Consultant - Northwestern University IT (Sep 2010 – Jan 2012)

- Supervised teams of 5-10 consultants and assisted in solving IT issues on the school campus.
- Fostered learning as Training Coordinator; developed training material for the consultant team.

EDUCATION

B.S. Computer Science, Northwestern University (2009 – 2014)

- Completed studies with focus in systems (databases, networks) & interfaces (HCI, Agile).
- Engineered augmented reality game allowing 2 users to play ping-pong using hands as paddles.
- Demonstrated understanding of networks by reimplementing TCP/UDP in C++ from scratch

HONORS

Nomination: State Up & Comer - StateScoop 50 (March 2020 - State of Maryland, Department of IT)

- Nominated by the State of Maryland Department of IT for the annual StateScoop 50 Award, which “honors the best and the brightest who make state government more efficient and effective. These awards celebrate the outstanding achievements of our peers and acknowledge their tireless efforts to make a positive impact in the government IT community and in public service.”
- Nominated in “State Up & Comer” category: “the state government employee who made you think, “They’ll be running the show some day” and young leaders who did exceptional IT work this year”
- Press: <https://statescoop.com/statescoop50/vote/#Sinan-Bolel>

Grand Prize - SmallBizDev Hackathons: Chicago (July 2014)

- (Team member) Created "Escollate" -- a mobile app that enables small business owners to solve complex financial problems by combining the power of real-time data with the wisdom of a collaborative community.
- Successfully rapid-prototyped a functional cross-platform application with social features, interactive charts, and realtime data powered by Firebase.
- Press: <https://devpost.com/software/escollate>