

SINAN BOLEL

Web Systems Engineer & Full Stack Developer
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EXPERIENCE

Senior Developer - Green Key Technologies - (November 2016 – Present)

- 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) by implementing build tools and moving assets to CDN.
- Implemented continuous delivery for Windows, MacOS, Android, iOS using CircleCI, AppVeyor.
- Deployed 15-node DC/OS Mesos cluster on Google Compute Engine for data science team.

Full Stack Software Engineer - Strike Social - (July 2016 – November 2016)

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

Development Manager - Rocket Wagon - (April 2016 – July 2016)

- Designed, developed, shipped blog engine using Node.js, Contentful for global client in 2 weeks.
- Engineered open-source library for instantiating 360-panorama viewers by including 1 HTML tag.
- Implemented Node.js static page generator to allow 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 - (January 2016 – April 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 - (2014 – 2016)

- Engineered open source browser IDE for building cross-platform apps w/ Angular, Node.js, 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 for mailing list.

Co-founder, Besso Labs - (2014 – 2015)

- Technical lead for engineering team building cross-platform apps for creative social experiences.
- Led development of 6+ cross-platform applications 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 - (June 2013 – September 2013)

- Responsible for ideation, development, and shipping of advertisement experiences.
- Developed specifications for a new advertising experience in outlook.com.
- Drove sprint planning and retrospective meetings in shipping new advertising experience.

EDUCATION

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

- Gained expertise in systems (databases, networks) and interfaces (HCI, Agile methodologies).
- Engineered augmented reality game for two users who want to play ping-pong using hands as paddles.
- Demonstrated understanding of networks by reimplementing TCP/UDP in C++ from scratch.