

SINAN BOLEL

Web Systems Engineer
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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 the total size of app size by 1000% from 10MB to 1MB by transpiling/bundling with Babel.
- Reduced the app load time from by 1000% from 7 sec to 700 ms by bundling, loading via CDN.
- Implemented continuous delivery of application for Windows/MacOS using CircleCI and AppVeyor.
- Deployed and supported DC/OS Mesosphere cluster on Google Compute Engine.
- Established best-practices by driving standards for syntax, pull requests, commit messages.

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 developers and 2 cloud engineers.
- Drove sprint planning and retrospective meetings.

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 company website with AngularJS; reduced load time by 70% from 1 second to 300ms.
- Designed and implemented open-source NodeJS module for connecting Harvest HR data with Xero.
- Drove documentation of internal processes and employee guidelines.

Co-founder, Pyro - (2014 - Present)

- Engineered open source browser-IDE for building cross-platform apps w/ Angular, Node, Firebase.
- Converted 60% of ~110 pre-alpha signups to alpha activations.
- Designed the front-end of Pyro Platform; implemented HTML templates and SCSS styling.
- Managed product backlog and drove sprint planning.

Co-founder, Besso Labs - (2014)

- Technical lead of 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)

- Studied systems and interfaces in depth.
- Implemented TCP and UDP protocols from scratch in C++.
- Engineered computer vision solution in C++ to play pong using hand as paddle.