

Sean Conaty

Software Engineer

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Work History

Software Engineer @ Remind

5/2015-1/2017

I worked on a cross-functional team responsible for building and maintaining features of the web client. I added and updated backend models and API endpoints for the management of school memberships and user roles. I built the UI components for searching, creating and managing school memberships. I worked on key growth initiatives for the back-to-school campaign.

Technologies used include a Ruby on Rails REST API, React, SCSS, ES6, GraphQL.

Software Engineer @ Hearsay Social

1/2011-5/2015

As an early (<10 people) startup employee, I was responsible for designing and building features end-to-end.

I implemented a drag & drop calendar for scheduling events, including a new back-end API that improved page load time by >300% by optimizing queries. I conducted user tests which verified that the experience was better because it offered more context and the time that it took to schedule an item was much faster.

I spearheaded the development of internal company admin pages and built a light-weight jQuery plugin for paging and sorting which made it easy for other developers to reuse. This site ultimately grew to 42 different types of object collections. These pages became crucial for allowing non-technical employees to troubleshoot the application and address customer inquiries.

I participated in the on-call engineering rotation and worked with the Customer Success team to triage customer issues and identify workarounds. Where possible, I identified areas for improvement and built tools to make issue diagnosis faster.

I advocated and implemented front-end best practices and educated the team by creating living style guide. I migrated the site from using no CSS framework to using Bootstrap. The switch resulted in the removal of 3000 lines of CSS and a more consistent look and feel.

Front End Developer @ Potrero Media

3/2010-1/2011

I designed and coded forms for different types of insurance products and optimized them for conversion. I was responsible for managing 100+ different microsites with

different technology stacks, ranging from PHP to Ruby on Rails. I worked with an internal REST API for submitting leads.

Front End Developer @ AdBrite

5/2006–10/2008

I defined and developed the user interaction of the publisher side of the AdBrite consumer site, including ad unit set up, editing, and statistics reporting. I created an interactive color picker with a live preview of each ad unit.

I defined and developed the interaction and display of ad units and how they appeared on publisher sites, including text ads, inline ads, and interstitial ads. These ad units appeared on 10,000+ sites with over 1 billion impressions a day.

I conducted usability tests and customer interviews.

Associate Web Producer @ Teachscape

11/2005–5/2006

I collected, consolidated, and organized content for e-learning courses. I entered content in a custom CMS which also required writing HTML and CSS.

Web Design Instructor @ iD Tech Camps

Summer 2005

I taught Dreamweaver and Flash at a summer tech camp to students age 10–17. The courses were one week long with 9–6 students per week.

Web Design Instructor @ Superior Internet Solutions

9/2004–6/2005

I developed content for mortgage lead-generation sites and optimized sites for search engine placement. I provided customer support via email and phone.

Education

Spring 2004

University of California at San Diego

BS Cognitive Science with specialization in Human Computer Interaction

Skills

Javascript, Python, SQL, PHP, Bash, HTML, CSS, Django, Bootstrap, jQuery, Backbone, git, vim

Projects

PlaidMaker.com – Web application for creating plaid patterns.

Speaking

[Using HipChat for Work & Fun](#)

Atlassian Summit 2014