

Sid Nair

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I'm a product-oriented full-stack (leaning frontend) software engineer experienced in leading fast moving teams on consumer and enterprise projects.

RECENT EXPERIENCE

Segovia, Lead Software Engineer

June 2015-Present

- Served as engineering lead on a range of critical projects - led technical development, established and ran sprint and product planning processes, worked with leads across functions to set product roadmaps, managed engineer recruiting pipeline, and wrote huge amount of code (with a focus on frontend).
- Led end-to-end development of [Taptap Send](#), a React Native mobile app for immigrants sending money to their home countries, from its inception in Dec 2017 to now. Wrote almost entire frontend personally and managed backend development. Made key architectural decisions and established best practices around code structure, testing, API patterns and versioning, app release process, and more.
- Managed Taptap Send product, writing specs for key flows including the signup and payment flows and reviewing specs for the rest of the app. Helped coordinate with brand and product designers to establish design language and UI/UX. Developed metrics/analytics systems and set up dashboards and funnels to track user behavior to inform the roadmap post-launch.
- Led team of three engineers building a web platform for our [payment portal](#), which supports making payments, account management, financial reconciliation, and more. Wrote most of the frontend code, wrote product specs for core features including multi-step payments with approvals, and reviewed UI designs.
- Architected and built frontend as sole frontend engineer and later led team of four engineers across the stack for 1.5 years building Segovia's NGO platform for humanitarian programs. The product has been used to pay tens of millions of dollars to hundreds of thousands of beneficiaries in challenging environments in Nigeria, Kenya, Uganda, Rwanda, and more.

Foursquare, Senior Software Engineer

June 2012-June 2015

- Leader on the web team: help set company-wide goals and projects, made key architectural decisions, and provided guidance to other engineers.
- One of the most prolific contributors to the codebase; worked extensively on all levels of the stack, from backend servers to the Android app.
- Initiated and led major projects, such as redesigns of the most heavily trafficked app screens and web pages, a web SEO audit, and performance improvements. Worked closely with other teams to champion product changes outside my domain.
- Established and evangelized organization-wide engineering best practices.
- Built the home and search screens in the redesigned Foursquare Android app: worked with designers to establish UX, led mobile implementation, and designed and helped develop the supporting API endpoints.

PREVIOUS EXPERIENCE

- **Codecademy, Contractor** (Aug 2011-Jan 2012). Worked as second developer on the team, helping to design the UI, architect the backend, and write lessons pre-launch, and address scaling issues and establish code quality guidelines post-launch.
- **Google, Software Engineering Intern** (June 2011-Aug 2011). Worked on the Google+ signup and welcome team. Focused on launch-blocking bugs pre-launch, and identified and analyzed causes of dropoff and attrition post-launch.

EDUCATION

Columbia College, Columbia University

May 2012

- Bachelor of Arts, Computer Science, *summa cum laude*, 4.00/4.00 GPA
- Computer Science Department Award winner, Phi Beta Kappa, Dean's List all semesters

PUBLICATIONS

- **Transparent mutable replay for multicore debugging and patch validation**, Nicolas Viennot, Sid Nair,

Jason Nieh (*ASPLOS, 2013*). Linux kernel implementation of a novel mechanism called mutable replay, which enables reproducing non-deterministic bugs with retroactive debugging.

SKILLS AND HOBBIES

- Strongest languages and frameworks, descending: JavaScript (React, Redux, React Native), Kotlin, Java, Scala, Python, Ruby
- Hobbies: pottery, cooking, fostering rescue cats