

# Sean Meador

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## SUMMARY

Seasoned engineering leader with over 15 years of experience building products, scaling systems, and managing teams. Early hire at multiple startups, developing products from zero-to-one and leading teams from a few people to full departments. Currently focused on applying AI in enterprise settings, using thoughtfully designed interfaces and domain expertise to solve real-world business problems.

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## EXPERIENCE

### Afresh

#### Principal Engineer

May 2025 – Present · San Francisco, CA (Remote)

Transitioned back into an IC role as one of two Principal Engineers supporting a 50-person engineering org. Provide technical guidance and strategy across various initiatives while leading deep technical projects.

- Led org-wide migration of data platform from Snowflake to Databricks, reducing costs and boosting developer productivity through platform unification
- Improved data management for Postgres databases and supported migration to new vendor (Azure to Lakebase)

#### Director of Product Engineering

Jun 2019 – May 2025 · San Francisco, CA (In Person, Remote)

Built the Product Engineering function from a team of 1 to 35 people spanning multiple teams and product lines. Owned all customer-facing products, interoperateing with Data, Analytics, and ML functions to incorporate their services into our features.

- Managed cross-functional teams of mobile, full-stack, QA, and product data engineers
- Hired first 15+ engineers and brought on engineering managers to lead teams
- Expanded store-level ordering and inventory products to include all fresh departments and new device types (scanners)
- Improved system scalability and resiliency to support tens of thousands of store-departments and a large national retailer (Albertsons)
- Created a corporate web portal and data pipelines to enable retailers to manage operational data and view user adherence analytics
- Launched initial version of distribution center forecasting solution
- Scaled team structure, processes, and operations to support multiple product lines, on-call rotations, and enterprise SLAs

#### Lead Product Engineer

Oct 2018 – Jun 2019 · San Francisco, CA

Joined as the 2nd employee and founding engineer at Afresh, an AI-powered solution to optimize grocery store ordering for fresh food departments with the goal of reducing food waste.

- Developed core ordering product from early prototype to enterprise-ready solution deployed at first 3 customers
- Built initial iPad app, API backend, and product data models that laid foundation for years to come
- Worked closely with customers to understand store operations and create tailored solutions

## Rakuten Americas

### Engineering Manager

Oct 2016 – Oct 2018 · San Mateo, CA

Managed a 5-person team responsible for all mobile applications across platforms with 2M+ total users.

Collaborated closely with Product & Design to grow user base through new features and delightful experiences.

- Owned team roadmap and hired 3 new engineers to support growth
- Led re-platforming of legacy Slice apps to Swift and Kotlin
- Drove the migration of Unroll.Me application to React Native for cross-platform support
- Developed new analytics stack to better measure user behavior and increase conversion rates
- Led mobile QA and Customer Support functions for several quarters

### Lead Mobile Engineer (Slice)

Nov 2011 – Oct 2016 · San Mateo, CA

Joined e-commerce startup Slice as an early employee to lead all iOS development. Slice was regularly featured as a top package tracking app in the App Store. Slice and Unroll.Me were acquired and merged by Rakuten in 2014.

- Developed core iOS features including purchase and package tracking, refund management, and spending analytics
- Built Unroll.Me iOS application from scratch, achieving top-10 overall App Store ranking and scaling to millions of users
- Powered market research business that grew to 8-figure revenue with Fortune 500 customers

## Mozign

### Founder & Engineer

May 2010 – Mar 2012 · Dallas, TX

Founded a mobile app consulting company, leading software development of custom mobile apps and full-stack backends for various clients including a Euroleague basketball team, a popular poker website, and local businesses.

- Built production-grade software while managing client relationships and a 3-engineer team
- Gained hands-on experience with product management and design

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## EDUCATION

### Stanford University — MS Candidate, Computer Science

Sep 2009 – Mar 2010 · Focus in Computer Graphics. TA for CS 106A and CS108.

### Stanford University — BS, Computer Science

Sep 2005 – Jun 2009 · Coursework: Computer Graphics, Computer Vision, Machine Learning, Compilers, Networking.

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## PROJECTS & PUBLICATIONS

- **Technical Advisor** (2024–2025): Advised early-stage startups The Weet (finance app) and Proxi (social networking)
- **Painted or Printed? Correlation analysis of brickwork...** — Published in SPIE (2009), with Prof. David Stork and Petria Nobel
- **Interactive Lighting of Macro Photography** — Graduate project (2008), with Alexis Chan