
Sean Tannehill

Software Engineer

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Highly skilled software engineer with experience in multiple platforms looking for a company provides interesting technical work and believes strongly in its people.

PRIMARY EXPERIENCE

YouTube - *Software Engineer*

JUNE 2019 - NOVEMBER 2022

- Member of the YouTube Premium and Growth team, whose primary goal was to grow YouTube Premium users.
- Developed an updated purchase flow for YouTube Premium, currently live on mobile devices in specific countries. (C++)
- Designed and implemented promotional experiments to drive user acquisition, then analyzed the metrics and presented the findings to marketing to launch new features and promotions. (GoLang).
- Led a compliance effort across multiple EU countries to conform to a referendum that went live in 2022, affecting all YouTube Premium surfaces. (C++)
- Was team lead on the project that ported and launched the updated YouTube Premium purchase flow on iOS and Web. (C++, Polymer, C#)
- As team lead, organized projects into work items, divided that work among the other engineers, and managed the sprint deadlines.
- Spearheaded new social initiatives, promoted community on the team by leading a “social committee” made up of a few team members.

Pariveda Solutions - *Associate (Senior consultant)*

JUNE 2017- NOVEMBER 2018

- Served as both team lead and software engineer as a consultant.
- Designed and implemented individual solutions for multiple clients. Specifically:
 - ETL/data pipelines for backend data transfer.
 - Database APIs to assist in data organization and access.
 - Web-based microservices and full-stack web applications.
- As team lead, created and managed Github repositories, organized work into action items, and led sprints in Agile development.
- Mentored newer consultants in the fundamentals of enterprise software development and Agile.

Think Big, A Teradata Company - *Data Engineer*

SEPTEMBER 2014 - MAY 2017

- Implemented solutions for clients focusing on Big Data solutions. Clients often had large, relational databases that needed to be upgraded or optimized. Primarily utilized Hadoop, Hive, NoSQL, and internal Java applications.
- Worked on small teams, learned the specifics of Agile development.

Proximic, Inc. - *Junior Java Developer*

AUGUST 2012 - JUNE 2014

- Youngest Java developer on the team, and the first recent-grad hire.
- Develop standalone web applications, backend APIs for internal use, and other projects for internal and external use. Product was primarily written in Java. Utilized HTML, bash, Unix, MySQL, and PHP as a part of the work.

OTHER EXPERIENCE

1Up Events - *Web Developer (Contract work)*

DECEMBER 2018 - JANUARY 2019

- Web developer focusing on back-end development. Codebase was primarily Javascript running on Heroku.

EDUCATION

Stanford University- *BS in Symbolic Systems*

SEPTEMBER 2008 - JUN 2012

Interdisciplinary major specializing in Human/Computer interaction. My focus included Computer Science, Philosophy, Linguistics, and Psychology.