

Sydney Randall Polk (Syd)

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SUMMARY

Seasoned software developer and manager with experience in all aspects of software development. Amateur baseball analyst.

EDUCATION

Rice University, Houston, Texas - Bachelor of Arts in Computer Science.

BASEBALL

- Project Scoresheet 1987-1990 – Scorer for Houston Astros 1987-1988, San Francisco Giants/Oakland Athletics 1988-1990
- Project Retrosheet 2000 – Input games into system from original press scoresheets for Houston Astros, 1973 and 1974 seasons.
- Season ticket holder, Oakland Athletics, 2000-2006

EMPLOYMENT HISTORY

Indeed, Inc., Austin, TX

Senior Software Engineer, April 2016-present

- Design and develop RESTful and GraphQL APIs serving job search data to Indeed's mobile applications and other clients. Microservices developed are serving more than 1 million requests every hour.
- Design and develop features for the IOS Job Search app from Indeed. Reduced crash rate by 5x. Added major features.
- Interviewer for more than 100 technical interviews as Indeed grew from 2000 people to more than 10000 people in four years.

Mozilla, Inc., Mountain View, CA

Technical Lead, Platform QA, April 2014-April 2016

- Built infrastructure for multi-machine testing of WebRTC technology, including automation of playback for Netflix and YouTube.
- Developed tests for Firefox video playback API, testing MSE and EME for specific video content providers, exposing numerous bugs.

Klink LLC, Austin, Texas

Mac OS X Programmer, August 2013-April 2014

- Used Objective C, Python and PyObjC to develop user interfaces for cloud syncing applications.
- Used Python to implement syncing via RESTful interfaces.
- Reduced open bug count by 80%.

Spawn Labs, Austin, Texas

QA & Release Engineer Manager, September 2012-August 2013

- Standardized builds of embedded operating systems and software for Android, Embedded Linux, Windows 7, and standard Linux using yocto, repo, Android SDK, Java/ant, Visual Studio/msbuild.
- Developed automation of RESTful network services using vagrant, virtualbox, and ruby as part of continuous integration using Jenkins.
- Mapped out test plan and procedures for each piece of the streaming video gaming system.

Rock Systems, Durango, Colorado**Consultant – iOS Development**, April 2012-August 2012

- Identified and fixed 80+ defects in Airborne Media Groups's Audio Air app, including many crashing defects that would have been triggered within 5 minutes of launch.
- Added a DirecTV channel display feature.
- Version 1.3 shipped in the App Store in September 2012.

Coverity Software, San Francisco, California**Senior QA Manager and QA Architect**, July 2008-May 2012

- Built and managed offshore quality team in Odessa, Ukraine, for all GUI products. Managed 3 local engineers, and a team of 5 offshore engineers.
- Developed automation for large-scale testing of Coverity Static Analysis, testing performance and correctness with 43 source-code projects, resulting in a 20% across-the-board performance increase.
- Drove the design and construction of automation to test analysis tools on 15 host platforms, exercising several thousand tests.

Lombardi Software (now IBM), Austin, Texas**QA Manager**, May 2006-June 2008

- Managed team of 3-5 QA Leads, who managed quality teams for Lombardi's enterprise products for Business Process Management, Teamworks, and Blueprint.
- Managed team of 18 offshore QA engineers from Kiev, Ukraine
- Built bug metrics system to track incoming vs. fixed rate of defects from the field.

Apple Computer (now Apple, Inc.), Cupertino, California**Xcode Tools QA & Integration Manager**, May 2001-April 2006

- Managed a team of 3 engineers in charge of verifying quality in cross-functional areas of the Xcode Tools distribution, including the internal migration of Mac OS X to Intel processors.
- Verified the correctness of new versions and new architectures of gcc, Xcode and linker by building side versions of Mac OS X, including both diagnosis of build and runtime failures, and working with project teams to correct them.

Red Hat, Inc., San Francisco, California**Cygnus Solutions, Sunnyvale, California****Engineering Manager**, November 1997-May 2001

- Managed 10 remote engineers assigned to several developer tools projects, including gcc, gdb, and Source-Navigator.
- With a team of 5 people, took Source-Navigator to market from a prototype stage. Developed systems for building and verification. Worked with engineering on designing features and release roadmaps. Worked with engineers to release Source-Navigator as Open Source.

Sun Microsystems Laboratories, Mountain View, California**Member of Technical Staff**, March 1996 to November 1997**Claris Corporation (now FileMaker, Inc.), Santa Clara, California****StyleWare, Inc., Houston, Texas****Software Engineer**, May 1987-March 1996**SKILLS**

Java, Python, Spring, Spring Boot, GraphQL, REST, Swift, Objective C, Javascript, HTML, CSS, Django, C, SQL, Perl, Tcl, Ruby, C++, Xcode, Eclipse, Mac OS X, iOS, Unix, Linux, Windows, Visual Studio, IntelliJ, Pycharm, cvs, Subversion, Perforce, git, Bitkeeper, Mercurial, gcc, Jenkins, VMWare, Cocoa, Bugzilla, JIRA, Radar, yocto, repo, vagrant, Docker, VirtualBox, MySql, PostgreSQL, Amazon Web Services (AWS)