**Sydney Randall Polk**

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**SUMMARY**

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

**EDUCATION**

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

**EMPLOYMENT HISTORY**

**Indeed, Inc., Austin, TX**

**Senior Software Engineer,** April 2016-present

* Sole maintainer for IOS Job Search, July 2016-April 2017
  + Converted code base to ARC
  + Fixed 10 highest occurring crash bugs. Reduced crash rate by 80%.
  + Added feature for website to request registering push notifications.
  + Converted iPad look-and-feel away from Indeed-custom dual pane UI to a single pane UI and A/B tested.
  + Implemented IOS version of Indeed’s Proctor testing framework to allow A/B testing of native features.
* Working with IOS Job Search team, researched implementing a native UIKit-based UI vs. WebKit.
  + Investigated discrepancy with geographical location of ip addresses from web-based ui to native UI.
    - Set up a tests in the app that would call both web-based and NSUrlConnection-based requests, no matter what the GUI was doing.
    - Wrote custom server to log these requests.
    - Discovered that WebKit-based requests were using Wi-fi more often. Using the same session, WebKit-based sessions switched to cellular network much less often than NSUrlConnection-based sessions.
    - Maxmind geo-location returned unknown locations ~15% more often on cellular networks than on WiFi networks.
    - Allowed us to tune our models to fine-tune our geographically relevant job searches.
  + Worked on internal service to provide a REST api for the native effort to retrieve job data.
* Split out a small but important service from our main job search webserver for use as a microservice.
  + Service provided A/B test data and other data needed by mobile apps to function
  + Designed, wrote, and deployed to QA.
  + Developed capacity plan for production and deployed service.
  + Code reviewed IOS code that called this service.
  + Service handles several million requests a week that would have otherwise been handled by the jobs server, decreasing request latency and memory pressure. Handles 100M+ requests/month with an internal latency average < 100ms, and availability 99.0%
* Worked with teams to establish SLOs for latency and availability.
* Develop and evangelize GraphQL technology within Indeed. Implement GraphQL-based microservices. Convert existing microservices to GraphQL. Develop demonstration GraphQL clients. Advise and mentor other teams implementing GraphQL.
* Designed and developed features, including infrastructure and testing, for Indeed’s main website, www.indeed.com.
* A/B testing of various features on the job viewing web page increased user engagement 5-8%.
* Participated in hundreds of onsite interviews for potential candidates to work at Indeed.

**Mozilla, Inc., Mountain View, CA**

**Technical Lead, Platform QA,** April 2014-April 2016

* Worked with cross-functional team to define multiple-machine testing strategy.
* Developed tests for Firefox video playback API, testing MSE and EME for specific video content providers.

**Bone Jarring Games and Software, Austin, TX**

**Founder/CEO/CTO,** July 2013-March 2020

* Developed UIKit-based iOS app for a Pathfinder character sheet (<http://github.com/BoneJarring/creatures.git>)

**Klink LLC, Austin, Texas**

**Mac OS X Programmer,** August 2013-April 2014

* Used Objective C, Python and PyObjC to develop user interface for cloud syncing Mac OS application.
* 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

**Rock Systems, Durango, Colorado**

**Consultant – iOS Development,** April 2012-August 2012

* Identified and fixed 80+ defects in Airborne Media Group’s Audio Air IOS 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 (now Synopsis), San Francisco, California**

**Senior QA Manager and QA Architect,** July 2008-May 2012

**Lombardi Software (now IBM), Austin, Texas**

**QA Manager**, May 2006-June 2008

**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

**Sun Microsystems Laboratories (now Oracle Laboratories), Mountain View, California**

**Member of Technical Staff**, March 1996 to November 1997

* Implemented Mac and Windows implementation of menus in Tcl/Tk.

**Claris Corporation (now Claris International), Santa Clara, California**

**StyleWare, Inc., Houston, Texas**

**Software Engineer**, December 1987-March 1996

* Developer for FileMaker Pro for Mac and Windows, and AppleWorks GS for the Apple IIGS.

**SKILLS**

Java, GraphQL, Swift, Python, Spring, SpringBoot, Objective C, RESTful APIs, Javascript, Soy, HTML, CSS, Django, C, SQL, Perl, Tcl, Ruby, C++, Xcode, Eclipse, Mac OS X, iOS, Unix, Linux, Windows, Visual Studio, cvs, Subversion, Perforce, git, Bitkeeper, Mercurial, gcc, Jenkins, VMWare, Cocoa, Bugzilla, JIRA, Radar, yocto, repo, vagrant, VirtualBox, Marionette, hobo, MongoDB, Datadog, Terraform, Kubernetes, Avro, Kafka