**Sydney (Syd) R. 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

* Designed and implemented a user interface feature using SwiftUI and GraphQL. Interface text and user values available via API. API calls and display of GUI all implement with async/await.
* Established an on-call system for mobile engineers based on a Datadog-based monitoring system for our mobile native applications.
* During a rotation on the Software Reliability Engineering team, measured a highly used service for latency and availability. Showed with instrumentation and Datadog metrics that the service was not ready to have a Service Level Obligation established.
* Developed and evangelized GraphQL technology within Indeed. Implemented GraphQL-based microservices. Converted existing microservices from REST to GraphQL. Developed demonstration GraphQL clients. Advised and mentored other teams implementing GraphQL.
* Split a small but important service from our main job search webserver for use as a microservice. Designed, wrote, and deployed to QA. Service handles several million requests a week that would have otherwise been handled by the jobsearch server, decreasing request latency and memory pressure. Handles 100M+ requests/month with an internal latency average < 100ms, and availability 99.0%
* Designed and developed features for the IOS Job Search app from Indeed. Reduced crash rate by 5x.
* A/B testing of various features on the job viewing web page; increased user engagement 5-8%.
* Made build system improvements that resulting in our builds being 25-30% faster.
* 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.
* Built infrastructure for multi-machine testing of WebRTC technology.
* 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 interface for cloud syncing 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

* 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.

**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.
* 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

* Built and managed offshore quality team in Odessa, Ukraine, for all GUI products.
* 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.
* 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.

**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 and AppleWorks GS.

**SKILLS**

Java, GraphQL, Swift, Swift UI, UIKit, Python, Spring, Spring Boot, 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, yocto, repo, vagrant, VirtualBox, Marionette, hobo, Datadog, Terraform, Kubernetes, Avro, Kafka, Docker, make