Shane Becker

I help teams become
world class eng orgs

In search of...

a staff software engineer or engineering manager/director role

email

website

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Introduction, for humans

Here's thirty years in three paragraphs.

Commodore BASIC. HyperCard. Spacer GIFs.
Art school dropout. Macromedia Flash, early PHP,
web standards XHTML+CSS. For the past twenty years,
Ruby and Rails. Conf organizer, host, speaker at Ruby and
Rails Confs. Hotwire and a bit of vanilla Javascript.

Solo projects, tiny startups, midsize companies, and
Fortune 100 corporations. Contractor and full-time.
Contributor, team lead, dev rel, senior software engineer.
Staff software engineer and **engineering manager**,
most recently. Teams like: platform, admin and internal
tools, core services, money systems.

Improving **eng team and org culture**. Fast tests, faster
CI, frequent deploys, small moves. Ongoing legacy
maintenance. Latest stable language, library, system
dependencies. Exemplar Ruby and Rails conventions,
deleting dead code and abandoned systems. Mentorship,
pair programming, automated onboarding,
documentation, change RFCs, cross-department
cross-team collaboration. It's about the people and
relationships. **Never alone, always together.**

Objective, for humans

More than anything else,
I help teams be the best version of themselves.

I'm searching for a place to help transform
into a world class eng org.

I can do this in one of three roles,
any of which I'm happy to do:

- **Staff software engineer**
- **Senior engineer manager** or director
- **VP of engineering**

I prefer a full-time role for multiple years,
but I'm also open to some short lived contracts
if it makes sense for both of us.

Sound like we'd be a good match?
Let's talk! Email or a phone call is best.
contact@ShaneBecker.dev
(801) 898-9481

Need the additional lore? Keep reading. →

Experience, for robots

2019–2024 — Hover, Inc
Staff software engineer & Senior engineering manager (EM)

EM: Platform team (core Rails monolith), EHI/commerce (startup with the startup, big bet experiment team), Internal Tools, Billing (all things money). StaffEng: Foundation, Core Services, Money Systems (all things money, part 2)
hover.to

2018–2019 — Mode
Staff software engineer & Senior engineering manager (EM)

Platform team, backend API. Ruby, Rails. Developer documentation site.
mode.com/developer

2018 — Eefio
Founder

Short lived startup. A REST API for Ethereum blockchain, built in Rails. Pivoted to a Rent-the-Runway / Netflix of comic books.
eefio.com (gone)

2018 — Quantstamp
Senior software engineer

First developer, tiny YC startup. Core Rails monolith, standard CRUD user etc management. Ethereum blockchain integration to experimental software from academia with no API or documentation. Proposed ETH.io, a REST API for Ethereum blockchain, they passed.
quantstamp.com

Experience, for robots

2017–2018 — Happily
Senior software engineer

Only developer, tiny bootstrapped startup. Built onboarding system for event coordinators all over the world to sign up, get vetted, show experience and skills. Matchmaking double-ended marketplace, of sorts.
happily.io

2015 — Bloomcrush
Head of engineering

Small contracting consultancy. Mostly a Rails shop.
Somewhere between designer, product manager, and CTO.

2012–2014 — G5
Engineering manager

Built and brought full product engineering team of six. Very heavily microservices, lots of little apps. Ruby, Rails. Proto-Squarespace like CMS tool.
getG5.com

2011 — Engine Yard
Open source cheerleader (DevRel)

Organized events, spoke at conferences, promoted the Ruby language and Rubinius and JRuby projects. Designed and distributed merch (stickers, shirts). Created contributor rewards. Wrote some documentation for Rubinius.
engineyard.com

2011 — VMware
Developer relations (DevRel)

Launched the very infant Cloud Foundry.
cloudfoundry.org

Experience, for robots

2010 — AT&T Interactive
Software engineer

Rails monolith. Helped build buzz.com ("startup" inside the big corp).
Early users of git and GitHub Enterprise. Skunk works build a lightweight version
of the Yellow Pages homepage... for modem users. Early HTML5 and CSS3, in the
IE6 days. Official Yellow Pages.
YellowPages.com

2008–2009 — AdReady
Software engineer

Rails monolith. First Rails job. Bad product, great team.
My real computer science education.
AdReady.com (gone)

1999–2008 — The before times...
Software engineer

PHP, CSS, web standards, XHTML, early blogging, early podcasting,
Macromedia/Adobe Flash, the very tail end of the first dotcom bubble.

Education, for robots

1998–1999 — Art Institute of Atlanta
Multimedia (interactive web design)

Art school dropout. 3D, multimedia, interactive web design, Flash.

1990s — Pre-college
Self-taught

Commodore 64c, BASIC, early web, DIY zines, HyperCard.