Chicago, IL
sean.gransee@gmail.com

Sean Gransee

seangransee.com/professional-experience
linkedin.com/in/seangransee

Full-stack software engineer with over a decade of experience in B2B SaaS. I love building resilient, scalable software with small teams. I believe that done is better than perfect, and that the best software is built by shipping early and iterating quickly based on user feedback.

Technologies and Languages

- Languages: Java, Typescript, Javascript, Go, Python, Ruby, SQL, HTML, CSS
- Technologies: React, GraphQL, Rails, Django, MySQL, Postgres, Redis, Protocol Buffers, AWS

Work Experience

Staff Software Engineer — **Tock (acquired by Squarespace)** — **Aug 2021 – May 2023**
Software Engineering Manager — Chicago, IL — **Aug 2020 – Aug 2021**
Senior Software Engineer — **Feb 2019 – Aug 2020**

I joined Tock when it was a small team just starting to see product-market fit. I was there during the entire hyper-growth stage all the way up through acquisition.

- Managed a team of engineers building the business-facing side of the application.
- Rapidly iterated on new restaurant management features as our customers' requirements were quickly changing due to the impact of COVID.
- Led the effort to migrate a suite of read-only restaurant management tools into self-serve tools, reducing onboarding time by months and drastically cutting down support costs.
- Made table reservation and management more efficient, allowing us to onboard large enterprise customers.
- Built many features to maximize revenue for restaurants by fitting more guest reservations within their constraints.
- Repurposed many restaurant-specific tools into a more generic Events platform.
- Successfully drove adoption of GraphQL for all new API development, resulting in improved developer velocity.
- Created a system that enabled all developers to quickly build real-time functionality into our applications.
- *Stack: Java, React, Typescript, MariaDB, Redis, GraphQL, Protocol Buffers*

Senior Software Engineer — **SwipeSense** — **Aug 2018 – Feb 2019**
Full-stack Software Engineer — Chicago, IL — **Nov 2016 – Aug 2018**

I joined right as we started migrating from a Rails monolith (with a single database) to a wide range of microservices and datastores. Since then, we've tackled many challenges when it comes to ingesting large amounts of IoT sensor data and efficiently presenting useful insights to users.

- Developed multiple React apps and abstracted common components into a shared library for use across multiple products.
- Built an interactive application to visualize and modify hospital floor plans. An error-prone process that used to take a whole week now takes a few hours, with zero errors in the output.
- Introduced processes to measure and enforce test coverage across the whole stack.
- Built a GraphQL API to expose data we want to share across multiple parts of our system, which is used in both customer-facing web apps and internal microservices.
- Built a series of tools to measure the results of our algorithm that locates where a sensor is inside a hospital.
- Used Docker to bundle up dependencies of all our repositories to make getting up and running quick and painless.
- Made high-load parts of our system horizontally auto-scalable.
- Built aggregation processes to transform raw data into actionable insights.
- *Stack: React, Python, Rails, Go, MySQL, DynamoDB, GraphQL, AWS Lambda*

Software Engineer (full-time) **Syndio** **Apr 2014 – Oct 2016**
Software Engineer (part-time) Chicago, IL **Apr 2011 – Apr 2014**

As the second member of the engineering team, I was writing code for Syndio's web-based dashboard from the day the repository was created. I have been involved in all aspects of the application from its first days as a PHP app to its progression into a Django/Angular app. Towards the end, I took on planning and management duties in addition to programming.

- Built internal application used to administer projects, surveys, and dashboards.
- Built frontend and backend of current version of network survey application.
- Set up an automated testing process, along with code coverage checking.
- Led sprint planning meetings (to facilitate estimation of tasks), as well as sprint retrospectives.
- Broke large features and epics into smaller stories and tasks.
- Prioritized and scoped new features, bug fixes, and tech debt removal.
- Created mockups and detailed descriptions of features.
- Planned and executed staging and production deployments.
- Coded portions of almost all areas of the application, including unit and end-to-end tests.
- *Stack: Django, Angular, PHP, Postgres, Redis, Heroku*

Software Engineer Intern **Ribbon** **Jun 2013 – Oct 2013**
San Francisco, CA

- Created initial prototype of web-based peer-to-peer payments application with Rails and Angular.
- Introduced a new release process to help catch bugs before they make it into production.
- Developed miscellaneous new features and bug fixes for web-based merchant application.

Software Engineer Intern **Kollabora** **Jun 2012 – Sep 2012**
New York, NY

- Led the effort to integrate another vendor's product data into Drupal-based system.
- Set up automated end-to-end testing workflow.
- Developed content analytics dashboard.
- Lived in a dorm with 30 software engineers and attended weekly events as part of HackNY summer fellowship.

Education

- **Computer Science,** Northwestern University **2010–2014**

Side project

- **Everyone Draw** (everyonedraw.com) - An infinite, realtime canvas for people all over the world to collaborate on pixel art. Used by over a quarter million people, and processes tens of millions of data points per month.

Other interests

- I was in a competitive karaoke league for a few years. My team won 1st place our first two seasons.
- I have visited 32 countries, many of them with my dog (a Shih Tzu named Nala).