sean song
software engineer

626.689.9354

<mail@seansong.dev>

skills

frontend

React	TypeScript
Redux	Rust + WASM
Unity	C# + .NET
d3.js	GLSL	HLSL
Next.js	GraphQL

backend

GCP	BigQuery
Airflow	Composer
Hive	SQL	Spark	Trino
Java	Python
Express.js	Flask

team

Chinese	Agile/Scrum
French	Lean/Kanban
Japanese	Git Master

education

UC Santa Cruz

September 2018 - June 2020

Bachelor's of Science, Computer Game Design

Minor in Computer Science, Emphasis in AI

experience

◆ Pandora | Senior Software Engineer

Oakland | July 2022 - Present

Led the TypeScript migration of in-market Web Client repo with 10K+ files, reducing reported bugs by 23% and improving overall DX.

Architected and designed next-gen SXM Web App, leading team in building Next.js client serving 80M+ MAUs across SXM and Pandora.

Overhauled existing testing/build suite to use Vite and Vitest, resulting in a overall 42% speed up in CI pipelines.

◆ Pandora | Software Engineer III

Oakland | Sept 2021 - July 2022

Overhauled LiveRamp second-party data segment pipeline, which generates 100M+ in annual ads revenue.

Headed 360L Ad Replacement project, drafting a new Ad Targeting system that will reach 20M+ vehicles by model year 2024.

◆ Pandora | Software Engineer II

Oakland | June 2020 - Aug 2021

Refactored Salesforce Krux third-party data pipeline, providing ad targeting segments for 120M+ SXM Media users.

Maintained and updated a Python + Flask API endpoint that services 10K+ daily first/third-party ad targeting segment requests.

◆ JamBlox | Frontend Developer, UI/UX Design

Santa Cruz, Freelance | Apr 2019 - June 2021

Rapid prototyped and designed a digital play demo of a music-based toy product, providing consistent client feedback.

Researched product UX using web app built with TypeScript/ReactJS and audio with Max/MSP.

◆ Where My Heart Is | Producer, Technical Director

UCSC | September 2019 - June 2020

Coordinated a team of 12 to develop a 3D Puzzle game featuring Constructive Solid Geometry and Realtime Mesh Manipulation, winning the awards for Technical Achievement and Sound Design.

Specialised in VFX and Post-Processing with HLSL in Unity/C# Engine.