



# Michael Schoonmaker

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## Employment History

ActionSprout ([www.actionsprout.com](http://www.actionsprout.com))

### **Chief Technical Officer**

*2020–Present*

- Project management across several-year-legacy and greenfield applications.
- Managed data pipeline to learn from and reactivate approx. 7 million contact records.
- Rebuilt salary ladder and standardized hiring processes.
- Reviewed candidates for Cultivate/All Hands, our external sourcing firm.
- Ultimately, co-wound-down operations, providing a generous severance.

ActionSprout ([www.actionsprout.com](http://www.actionsprout.com))

### **Lead Mobile Developer**

*2019–2020*

- Built two novel, cross-platform mobile applications for the 15,000 active customers.
- Led project and product design reviews.
- Piloted Flutter application framework, providing production feedback upstream to Google.
- Standardized mobile release process using Gitflow, GitHub Actions, Fastlane, Match, and lots of glue.
- Introduced many mobile-first technologies, such as protocol buffers for API objects.

Test Double ([testdouble.com](http://testdouble.com))

### **Software Development Consultant**

*2015–2019*

- Productized organizational consulting and leadership coaching.
- Coached other consultants on career goals, client delivery, and consulting/soft skills.
- Provided domain expertise (e.g. Node, microservices) across our clients, pairing with other consultants and client engineers.

## FEATURED PROJECTS & ROLES

### **Fox Studios**

*20 months*

- Developed reliability engineering practices via skunkworks SRE team.
- Navigated SRE team through Tuckman's stages multiple times as leadership repeatedly changed hands.
- Facilitated end-to-end testing and tooling for a microservices architecture.
- Implemented a novel approach to parallelized, automated tests using Mocha and Docker.

### **MuleSoft**

*9 months*

- Integrated OpenID Connect, OIDC Discovery, and OIDC Dynamic Client Registration with Node.js services.
- Supported product manager in navigating relationships with Identifying Providers (e.g. Okta, Auth0).
- Demonstrated improved testing practices, such as provable isolation of units under test.
- Recommended process and practice improvements in tandem with the team adopting Kanban.

### **Shutterstock**

*16 months*

- Led migration from Mason to a new generation of internal tools with React, Redux, Node, JSON:API, and OpenAPI.
- Built culture, process, tech stack, and personnel for 12-developer team.
- Extrapolated gains to other teams at Shutterstock.
- Reshaped conversation between Engineering and Product organizations.
- Mentored replacement technical leadership and line management.

Faithlife (née Logos Bible Software) ([faithlife.com](https://faithlife.com))

### **Development Lead**

*2014–2015*

- Ideated, designed, and developed new, innovative products and revenue streams.
- Pioneered Node.js as a primary solution for appropriate problem domains.
- Managed several teams, both product- and personnel-focused.
- Primary teacher and mentor for JavaScript (ES5), React, Node, and related architectures.
- Created a new framework, Littlest, to ease transition from C#/.NET/Razor to JavaScript/Node/React.
- Guided discussion during company's transition from desktop to web and mobile.

- Built managed .NET integration of CEF to a new platform of "HTML interactives" within legacy desktop client.

StrongLoop

**Lead Mobile Engineer**

*2013–2014*

- Provided "clutch" engineering support where the organization lacked deeper expertise.
- Led initial forays into experimental new products.
- Developed mobile developer tools and UX for the LoopBack/BACN platform.
- Gave talks and talk support for LoopBack, BACN, and supporting Full-Stack JavaScript initiatives.

Red Robot Labs

**Senior Platform Engineer**

*2012–2013*

- Led the team responsible for a social network's Node-based server infrastructure.
- Built a custom SOA framework (twice) to support scaling said Node application.
- Created a faster, more reliable native binding between Node.js and ZeroMQ.
- Co-led a client rebuilding effort when the Titanium team was let go in favor of a native iOS application.
- Provided Node expertise to other parts of the organization: the game teams.

38 Studios

**Client Integration Engineer—Helios**

**Software Engineer 1—Copernicus**

*2008–2012*

- Provided professional services between the Helios team and external clients.
- Co-managed skunkworks game projects undertaken by the Helios developers.
- Organized, negotiated, and led strike teams for experimental projects.
- Designed, developed, and maintained a UI framework and ES3 VM within Scaleform GFx.
- Created a custom UI asset pipeline through Flash, MTASC, XML/XSD/XSLT, JSFL, Ixml, and Apache Ant.
- Developed core gameplay features in and across a custom BigWorld and Unreal Engine 3 service-oriented architecture.
- Primary teacher and mentor for ActionScript, UnrealScript, and UI development.

## Personal Projects

**Legacy of Play ([www.legacyofplay.com](http://www.legacyofplay.com))**

The Architect

2017–Present

I co-run a company that specializes in the intersection between the hobby games industry and technology.

- Sold a push-your-luck cards and dice game developed with Monte Carlo simulation
- Developed a hybrid card game based in deduction and image recognition
- Built SaaS solutions for the hobby games market
- Advised hobby games businesses and creatives in business development and game design

## Skills

<b>Teaching others</b>	Golang, Rust, PostgreSQL, Dart/Flutter, Docker, JavaScript/Node, Distributed systems, Food science
<b>Pairing on</b>	React/React-Native, Ember, Elixir, Ruby/Rails, Game development
<b>Excited about</b>	Elm, Firmware development, Recurve archery

## Volunteering & Community

**Bellingham Codes (née Hack Bellingham) ([bellingham.codes](https://bellingham.codes))**

Organizer

2016–Present

I co-organize a community for the tech community in and around Bellingham, WA.

- Organizing our remote meetups.
- Organizing our live meetups. :sad-trombone:
- Representing the community to public and private partner organizations (e.g. TAGNW, a business-focused lobbying group).
- Moderating our community of 900+ developers.

## Education

**Bachelor of Arts in Computer Science, *Bucknell University 2004–2008***

**Bachelor of Arts in Music, *Bucknell University 2004–2008***