

Zubin Tiku

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Experience:

FLIPAGRAM (WWW.FLIPAGRAM.COM)

Senior Software Engineer / Sixth Man Technology Lead

April 2015 – Present

- Rewrote the website with team using NodeJS/Express/React/SCSS
- Rewrote native app webviews with team using React Native/Redux
- Wrote internal NodeJS modules for clustering, caching, logging, http, and A/B testing
- Provisioned worker queues for sharing content to Facebook using AWS
- Championed modern testing using Mocha/Chai/Istanbul/Sinon/Nock/Supertest
- Initiated interview question repository for web engineers
- Promoted lightweight Agile practices including leading retros, trimming backlogs, and starting single-page workups for quarterly rocks

SHUTTERSTOCK (WWW.SHUTTERSTOCK.COM)

Technology Lead : Revenue Tools

October 2014 – April 2015

- Wrote the front end for a 2-click repurchase A/B test worth \$5 million+ annually
- Owned the backlog for Shutterstock's A/B platform and client-side data collection
- Transformed the delivery of A/B test definitions to a push based model for stability
- Implemented automatic CDN purge whenever A/B test definitions updated
- Refactored the client-side data collection test suite to Mocha/Chai/Sinon
- Improved monitoring and alerting using Graphite/PagerDuty/Icinga
- Shepherded the internal JavaScript style guide for front and back end systems
- Gave a technical talk on culture and values in Shutterstock's engineering organization

Technology Lead : Mobile Web Development

February 2013 – October 2014

- Optimized HTTP network performance by implementing session-less pages
- Coded bidirectional redirects based on user agent between the mobile/desktop sites
- Expanded the mobile site orchestration layer to power the desktop website
- Owned Shutterstock's open source rest client www.github.com/shutterstock/armrest
- Enabled SSO on m.shutterstock.com using an internal identity provider
- Implemented Grunt/Bower/JSHint/CSSLint as part of the team build chain
- Provisioned virtual machines with Puppet
- Evangelized automated tests using headless browsers (Casper/Zombie/Selenium)
- Mentored internal product teams on the mobile web landscape

Senior Software Engineer
Apr 2011 – Feb 2013

- Architected and coded the mobile photo site using NodeJS/Express/RequireJS/SOA
- Architected and coded a mobile web application for contributor statistics using Backbone/Web Storage/Cache Manifest/HTML5
- Architected and coded the front end of the video site using Twig/OOCSS/jQuery/HTML5 video
- Evangelized NodeJS as a language for building applications and contributed to internal projects for user tracking, rest interfaces, and service testing
- Gave technical talks at meet-ups and coding academies (slideshare.net/rubikzube)
- Instituted Front End Video and Whiskey Night

GERSON LEHRMAN GROUP (WWW.GLGROUP.COM)
User Interface Engineering Manager
May 2010 - Apr 2011

- Prototyped a new social media web application combining events and curated content
- Developed the company's mobile web strategy
- Created new policies for contributing to open source projects, hosting blogs, attending meet-ups, holding team meetings, and sponsoring conferences
- Evangelized jQuery, CSS3, HTML5, IRC, Git, JavaScript/CSS compilation
- Implemented a lightweight front end MVC framework in JavaScript
- Implemented reusable widgets across internal properties using jQuery UI widget factory

Senior User Interface Engineer
Mar 2010 - May 2010

- Prototyped a new web application for clients to manage research projects
- Popularized the pattern of event delegation + client-side templating for AJAX interactions

Software Architect
Sep 2009 - Mar 2010

- Architected a partially automated call scheduling system that used iCalendar invitations to issue requests for scheduled calls and retrieved/processed responses using Windows services and IMAP
- Authored design guidelines for business layer components
- Authored construction guidelines for user interface components

Software Engineer
Sep 2007 - Sep 2009

- Wrote the entire front end of an AJAX-based survey creation tool, including question creation, pagination, grouping, piping, reordering, skip logic, queueing, and valid state preservation
- Wrote a Windows service to send emails summarizing client activity that collated information from hundreds of MSSQL data tables

WEBREACH
Software Engineering Intern
Sep 2006 - Feb 2007

- Contributed user interface controls and business logic towards JSF/AJAX versions of the GELLO query language development environment

FILENET
Software Engineering Intern
Oct 2005 - Sep 2006

- Extended an open source Wiki written in Python and deployed it as a development portal
- Created a Windows service to initiate automated smoke tests via email exchanges
- Converted Java source code for an enterprise content management engine into C#

GERSON LEHRMAN GROUP (WWW.GLGROUP.COM)
Software Engineer
Jan 2005 - Aug 2005

- Architected and developed a taxonomy management and publishing platform in ASP.NET that managed multiple taxonomies with hundreds of thousands of nodes each and supported traditional CRUD operations (as well as templating and merging) using a relational database for storage performance and XML schemas for taxonomy structure validation

BEAR STEARNS
Software Engineer
Aug 2004 - Jan 2005

- Developed a real-time thick client for Windows that communicated via pub/sub
- Created a Windows utility to generate C# classes for trading data
- Updated Java modules and Tcl/Tk scripts to download and reconcile pricing data

GERSON LEHRMAN GROUP (WWW.GLGROUP.COM)
Software Engineer
Jan 2004 - Jul 2004

- Led the overhaul of the client website architecture from ASP to ASP.NET
- Prototyped new client website features using an XML/XSLT back end
- Co-designed an adviser search/ratings system and SEC compliance controls

RISKCLICK, INC.
Software Engineer
Apr 2001 - Dec 2003

- Wrote C# modules to dynamically generate and distribute certificates of insurance
- Wrote ASP.NET controls for a workflow engine that dynamically generated Web Forms from XML schemas and documents

Education:

UNIVERSITY OF CALIFORNIA, IRVINE
Donald Bren School of Information and Computer Sciences
Master's Degree in Informatics
Sep 2005 - Jun 2009

- Human Computer Interfaces / Computer Supported Cooperative Work
- Internet and Ubiquitous Computing Technologies
- Software Design
- Data Structures and Algorithms

NEW YORK UNIVERSITY
School of Continuing and Professional Studies
Non-matriculating coursework

- UNIX
- C/C++
- Java

NEW YORK UNIVERSITY
College of Arts and Sciences
Bachelor's Degree in Dramatic Literature, Cinema Studies, and Theater
Sep 1997 - May 2000

Languages:

JavaScript, HTML5, CSS, C#, Java, Python, Ruby

Favorite tools:

Vim, Chrome Inspector, ESLint, CSSLint, Ag, Git, HTTPie, iTerm2

Techniques:

OOP, DDD, TDD, SOLID, SOA, REST, Web Standards, Design Patterns, Functional Programming, Unit Testing, Agile Development

Interests:

Travel, Rock Music, Cooking, Graphic Novels, Philadelphia Eagles, Dystopian Fiction, Whiskey, Pipe Tobacco, Turn of the Century Workouts