https://github.com/cprussin

 $+1.575.208.5258 \cdot \text{connor@prussin.net}$ 

### Experience Acquisition UI Lead

Verkada

July 2023 – Present San Mateo, California

- Led acquisition UI team including hiring, structural planning, chartering, and partner relations
- Owned main website (www.verkada.com) and auxiliary tools and projects for driving marketing, growth, and customer acquisition
- Mentored broader acquisition engineering space to spread full-stack skills and common engineering practices across organization, including advising organization-wide adoption of monorepo tooling
- Led modernization of user acquisition platform, content restructuring, and migration of main marketing website from Hugo based site with inconsistent svelte usage to modern next.js / React platform
- Built out major tools, features, and projects to drive acquisition of new customers and support the marketing and sales organizations

## Director of UI Engineering Jump Trading

May 2021 - January 2023

 ${Remote}$ 

- Scaled central UI organization, from a single 5 engineer team to a three-team organization with 18 total members, including one other manager and one designer
- Designed and led firmwide hiring pipeline for UI engineers
- Led design and implementation of firmwide centralized standard web UI platform, design platform, and component library
- Owned full-stack web and desktop applications that drove both business operations across most segments of the firm and market insights (both real-time and historical) for quantitative researchers and traders

# Senior Engineer – Web Foundation Netflix

July 2017 – April 2021

Los Gatos, California

- Owned platform on which most customer-facing web applications at Netflix are built
- Delivered major system changes such as Node.js and React upgrades, internal library and tool changes, and stability & security fixes
- Built deployment pipelines & operational procedures
- Served on common interview panel to design interview process for JavaScript-based engineers

## Senior Engineer – Web UI Netflix

 $May\ 2016-July\ 2017$ 

 $Los\ Gatos,\ California$ 

- Added features, AB tests, bugfixes, and architectural improvements to Netflix member website
- Worked in a variety of languages including Javascript and Groovy and frameworks including React, Express, and Restify
- Regularly shipped code to millions of global users across a wide variety of supported browsers

### Full-Stack Developer Netflix

August 2014 – May 2016

Los Gatos, California

- Built webapp and REST API for working with and storing marketing assets
- Contributed features and bugfixes to a number of Netflix-internal tools
- Utilized wide variety of tools for different projects including Rails, Sinatra, Ember. js, and ElasticSearch

# Founder / CTO getout.do

March 2014 – August 2014

Blacksburg, Virginia

- Designed and implemented full web application from ground-up
- Worked with outside developers to manage contributions and to build an agile development process
- Utilized Ruby backend with Sinatra routes and RSpec tests and \$dom-based ajax frontend

### **Projects**

@cprussin A collection of open-source tools and configs for Typescript and Node projects

• Node.js, TypeScript, eslint, jest, prettier

**HTTPure** A web framework written in PureScript

• Node.js, PureScript

#### www.verkada.com Verkada Website

July 2023 – Present

• next.js, Typescript, React, Tailwind CSS, svelte, Hugo, python, Contentful

### www.netflix.com Netflix Website

May 2016 – April 2021

• Node.js, Restify, React (SSR + client), Groovy, RxJS / RxGroovy

#### VanDAM Netflix's Digital Asset Manager

August 2014 - May 2016

• Ruby on Rails, Elasticsearch, MariaDB, Ember.js

### Recollections E-Scrap Recycling Plant Materials Tracker

December 2012 – December 2013

• Ruby on Rails, MySQL, CoffeeScript / Haml / Sass

#### **Grammatica** Open Source LL(k) Parser Generator

June 2009 – September 2009

• Java, C#, and VisualBasic