AARON **QIAN**

601 E Walnut Ave, Burbank CA, 91501 · 818-279-5809

aq1018@gmail.com

EXPERIENCE

April 2021 – Present

PRINCIPAL SOFTWARE CONSULTANT, YEET.IO

I help companies reach business goals by building practical, elegant, and reliable solutions to complex problems - with a clear timeline, consistent execution, and predictable budget.

FEBRUARY 2019 – JANUARY 2021

LEAD SOFTWARE ENGINEER, PEERSTREET

Lead number one performing team across the entire tech department. Architected and built one of the most complex and challenging projects that streamlined payment distributions from borrowers all the way to investors, decreasing company operation cost and error rate, increasing investor trust. Participated in system architecture across all teams. Engaged in hiring and improved the hiring process efficiency. Mentored new hires by providing guidance, challenges, and support to sharpen individual skills.

FEBRUARY 2018 – JANUARY 2019

SENIOR SOFTWARE ENGINEER, PRODUCE PAY

Worked closely with fellow developers, product manager, UI designer, and CPO to deliver features quickly for Trading Platform and Finance Platform. Introduce, plan, and execute app wide migration from REST to GraphQL. Helped engineering managers to identify, assess, and mitigate business risks within applications. Won first prize in company hackathon.

DECEMBER 2016 – FEBRUARY 2018

APPLICATION ARCHITECT, CAST & CREW

Stabilize existing high value systems in risk of failure. Design and prototype legacy replacements. Plan execution for system evolution and migration. Coach junior developers. Coordinate with product manager and engineering director on schedules and deliverables. Plan and lead standup and scrum and one on ones.

AUGUST 2015 – NOVEMBER 2016

LEAD SOFTWARE ENGINEER, LISTAPP INC

Architect, build, maintain, and scale various ruby and Go backend API services.
Maintain, improve and provision AWS infrastructure with terraform.
Architect and build li.st web fronted with react.js, redux and redux-saga.
Contribute in product brainstorm sessions and provide recommendations and feedback.

JULY 2014 – AUGUST 2015

LEAD SOFTWARE ENGINEER, NATIONBUILDER

Participate in feature development and bug fixes of the main application.
Design and implement efficient email A/B testing and API rate limiting service.

Design and maintain various Go based micro services.
Provide coaching of modern JavaScript development.
Raise awareness of the impact unmanaged tech debt on development efficiency.

SEPTEMBER 2013 – JULY 2014

SENIOR SOFTWARE ENGINEER, CREATIVE ARTISTS AGENCY

Coach team on software development best practices, design patterns, and architecture. Identify development process weakness, facilitate discussions and provide solutions. Develop and deploy chef-based infrastructure solutions.

FEBRUARY 2012 – SEPTEMBER 2013

CO-FOUNDER, CURBSTREET

Architect and build CurbStreet MVP. Setup and optimize development tools for increased productivity. Setup development processes and guidelines.

AUGUST 2012 – MARCH 2013

SOFTWARE ENGINEER, NATIONBUILDER

Lead the design and implementation of NationBuilder API, Theme Manager, and Domain Configuration System. Provided solutions for migrating large code bases to Rails 3.

FEBRUARY 2011 – JULY 2012

SOFTWARE ENGINEER, YP.COM

Design and develop highly efficient, available, and scalable internal API capable of handling 2.5 billion requests per month. Created solutions for incremental migrations to new API over multiple months.

JANUARY 2008 – OCTOBER 2010

VP OF SOFTWARE DEVELOPMENT, EKOHE

Prepare and lead technical interviews. Gather product requirements from clients. Discover, evaluate and select technologies for new projects. Prototype project architecture. Estimate and track progress. Distribute tasks to developers. Coaching junior developers. Organize standup and sprint planning.

MARCH 2007 – JANUARY 2008

CONSULTANT, SKYAVY

Construct SkyAvy MVP using Ruby on Rails 1.2. Communicate project progress and manage customer expectations. Provide a fast feedback cycle using Agile methodology.

EDUCATION

JUNE 2005

B.S. COMPUTER ENGINEERING, UC IRVINE

JUNE 2005

B.S. ECONOMICS, UC IRVINE

JUNE 2002

A.S. COMPUTER SCIENCE, SANTA MONICA COLLEGE

SPECIALTIES

- Systems Architecture
- Interface Design
- Event Driven Systems
- Optimizations
- API Design
- Hiring & Mentoring
- Distributed Systems
- Micro Service