

Ryan Barr

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SUMMARY

Motivated and passionate engineering and product leader with exceptional experience in web development and technology looking for a long-term opportunity that offers growth and challenge. Proven success in startup and enterprise environments makes me a versatile and valuable asset to any company looking to strategically grow their team.

EXPERIENCE

Disney

July 2021 - Present

Senior Software Engineering Manager

As a Senior Engineering Manager for Disney, I am directly responsible for the development of web applications, shared components, and user experiences across Disney+, Hulu, ESPN, and all brands under Disney's umbrella.

- Led an organization with an average size of twenty engineers, including both direct and skip-level reports.
- Oversaw development for our video and player experience for Disney+, Hulu, ESPN, ABC, National Geographic, Star Wars, and more.
- Provided technical direction and guidance towards application rebuilds of ESPN+, NHL.com, NHL Club Sites.
- Performed pull request reviews, provided technical feedback, and created opportunities to experiment with new technologies.
- Supported architectural growth within Disney, including the web platforms for our streaming applications and our solutions for Chromecast.
- Oversaw and contributed to numerous technical stacks, primarily working with React, Next.js, Lit, JavaScript, and TypeScript.
- Created monitoring dashboards using Datadog and Conviva to monitor live stream health to support our engineers and leaders on call.
- Worked directly with Technical Program Managers and Product Managers to handle capacity planning, sprint grooming, and sprint planning.

- Collaborated with development operations and platforms teams to overhaul our CI/CD workflow to improve velocity and developer experience.
- Led a cross-functional team to develop solutions for increasing the usability of our design system. Drove architectural planning and communications with our stakeholders in Product, Product Design, User Experience, and Design Engineering.

Axios

May 2020 - July 2021

Tech Lead, Principal Full-stack Engineer

Tasked with turning a prototyped SaaS application into a revenue-generating product while mentoring and coaching junior to senior engineers.

- Iteratively upgraded a React application while writing documentation, architectural design records, and technical design specs.
- Trained a team of ten engineers on React fundamentals, GraphQL, RESTful API development, and database architecture.
- Maintained and developed REST APIs in both Node (Express) and Python (Django + Django REST Framework).
- Built an event-driven WebSocket API to support real-time collaboration and analytics functionality for our internal communications product.
- Implemented a Design System and Component Library, then worked with the design team to establish best practices and responsive design.
- Wrote technical requirements, led agile ceremonies, and worked directly with product management to develop a roadmap that aligned with OKRs.
- Moved CI/CD pipeline from Jenkins to CircleCI and implemented developer sandboxes and ephemeral environments.

Nerd Street Gamers

May 2018 - January 2020

Head of Product and Development

Joined Nerd Street Gamers upon the acquisition of a side business; led product development and engineering for various initiatives through three rounds of venture capital and scaled our engineering, operations, and event teams.

- Architected and developed an esports ticketing platform using React, Redux, Enzyme, Cypress, Mongo/Mongoose, Postgres, and Algolia.
- Built, managed, and maintained various internal applications and tooling that supported daily operations and systems management.

- Managed development operations and systems engineering for all applications and web properties, including deployment, automated testing, monitoring, reporting, and more.
- Planned, designed, and developed major products including software, esports events, and brick-and-mortar retail locations.
- Led and managed twelve direct reports and an organization of approximately two-hundred people across multiple verticals.
- Represented employees' interests as well as engineering and product on the Board of Directors, helping strategize and drive growth.
- Served as Interim COO and increased revenue ten-fold while managing spending, improving operating efficiencies, and implementing KPIs.

Shutterstock *Lead Engineer* July 2016 - May 2018

Bottomline Technologies *Lead Engineer* Nov 2014 - July 2016

URL Integration *Lead Engineer (Contract)* May 2014 - Nov 2014

Craftsy *Software Architect* March 2012 - May 2014

HomeAdvisor *Software Architect* June 2010 - March 2012

SKILLS

Engineering

- **Languages:** JavaScript (TypeScript), PHP, Java, HTML, CSS, SQL, Python, and more...
- **Libraries and Tools:** React, Next.js, GraphQL, Node, Express, Nest.js, Mongoose, Prisma, Jest, Webpack, Turbo, Storybook, Astro, and more!
- Datadog, Conviva, Splunk, Sumologic
- GitHub Actions, Jenkins, CircleCI
- Software Architecture, Technical Documentation, Version Control
- Unit, Integration, and Functional Testing

General

- Management
- Leadership
- Public Speaking

Operations

- HR & Accounting
- Event Planning
- Partner Relations
- Marketing