

# Phil Seaton

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## Education:

### MIT 2008-2012

Master of Architecture, Spring 2012  
Focus on parametric and computer-generated design

### New York University B.A., 2005

Magna cum Laude, Founder's Day award, Dean's list

## Work Experience:

### Sight Machine, Platform Engineering Manager, 2017-Current

- Rebuilt engineering practices for an organization of 50+ engineers from scratch, dropping test/release cycles from 35 days to 5 days over the course of first three months. Included re-architecting from scratch the organization's branching/merging strategy, release checklist, and quality engineering process. Built social support for changes which were adopted smoothly and drastically cut down on the communication overhead that had led to "can't-ship-itis"
- Technical direction on the development of new features and engineering practices, including an end-to-end testing paradigm that allows JavaScript integration tests to be run in CI without Selenium, and without backend services running
- Push engineering teams to broaden cross functionally, ultimately integrating QE team members with developers on project-focussed teams
- Daily people management, performance reviews, and feedback for 7 direct reports
- Interview and hire for numerous positions in a rapidly scaling series B/C startup
- Maintain a continuous balance between product asks and task lists, often proposing alternate product solutions that save valuable engineering resources while delivering comparable customer value

### Instructables.com, Engineering Manager, 2013-2017

- Led and coordinated a cross-functional team consisting of backend (Java, MySQL, Hibernate), frontend (Python/Django, JavaScript), devops (bare metal servers, HAProxy, Varnish Caching), and QA team members
- Hiring, personnel management, employee growth for all engineering positions
- Maintain communication between engineering team members and other stakeholders
- Design and specification of engineering development and architecture

### Instructables.com, Front End Software Engineer, 2012-2013

- Instructables CMS authoring tool, accessible at <http://www.instructables.com/editInstructable>  
Supports drag-and-drop, file upload, in-place image editing, rich text editing, raw HTML editing  
JavaScript / Backbone. 100% sole contributor
- Instructables for iOS (native, deprecated 2015)  
Supports a full viewing and editing experience for Instructables' rich feature set. 100% native code.  
Objective-C. 60% sole contributor
- Primary Languages: JavaScript (expert), Objective-C (advanced), Python (Intermediate)

## Digital Design & Programming Skills

### Massachusetts Institute of Technology, Graduate Teaching Assistant, 2009-2011

- Geometric Discipline & Design Skills, Fall 2009 & 2010
- Structural Systems I, Spring 2010 & 2011
- Architecture Design Studio, IAP & Fall 2011

## Selected Projects

**Github:** strandedcity

**Portfolio:** <https://www.phil-seaton.com/> (design / furniture / architecture / computation portfolio)

**Quarto.io:** Native iPad Presentation app that lets you manage and sync presentations from the web. 100% product, design, and code development in my spare time. Released September 2016.

**Orchestra3d.io:** Personal project. Client-side parametric design, powered by a CAD kernel ported from C/C++ to JavaScript. Demo at orchestra3d.io. Code to be open-sourced December 2016.

**Instructables Galaxy:** A 3D view of all Instructables in an interactive touch-screen application that also runs on the web. Demo and code available at <https://github.com/strandedcity/InstructablesGalaxy>

**e-Nable:** A tool that lets developing-world prosthetists download 3d-printable prosthetics for patients with limb differences.