

Ryan Seekely

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Hello!

I am an engineering leader who strives to make software development repeatable and enable teams to focus on delivering customer value. I have extensive experience in automation, all things infrastructure, data processing, startups, and gaming with a fair amount of exposure to engineering operations, security, machine learning, and working with data science. I enjoy shaping the big picture as much as hands-on problem-solving to support my team. I'm looking for opportunities with high impact and large murky problems to tackle.

School

B.S. in Computer Science from Georgia Institute of Technology

Work History

Stripe - Engineering Manager of Managers, Infrastructure

December 2019 - Present

Stripe processes billions of dollars every day with incredibly high availability requirements, and thus the reliability of core infrastructure is paramount. My teams work to make using, changing, and operating core infrastructure a non-event so our engineering teams can focus on delivering value to the company and our users.

I managed the deployment tooling team chartered to make software engineering change safe and reliable by default. Grew the team from 6 to 32 including 4 managers while expanding the team's scope from solely service deployments to developing many of the core change tools at Stripe such as feature flags, dynamic configuration, pre-production, and a health-checking platform.

Currently, I manage the streaming platform team responsible for operating Kafka in the charge path – if Kafka goes down, Stripe goes down. We handle millions of requests a second across thousands of topics while maintaining availability greater than 99.999%.

Quid - Engineering Manager, Infrastructure

November 2012 - April 2018

When I first started at Quid, there were only a handful of developers, no formal process, no operations team, and not really any semblance of a coherent infrastructure. I built and lead a software team focused on internal tooling and the automation, operation, and monitoring of our cloud infrastructure. We started with virtual machines managed with Chef on Rackspace and eventually transitioned to Docker/Mesos running on AWS.

As the company grew, I also led many initiatives at an organizational level such as introducing code reviews, creating the engineering career path, running the engineering intern program, and authoring and enforcing our security policies. I'm now very good at answering security questionnaires...

Nifty - Founder

July 2011 - October 2012

The itch to start a company hit me again. I struck out on my own to create a graphical t-shirt site with a meta-gaming twist. Bootstrapping with consulting gigs on the side, I built Nifty. Turns out the graphical t-shirt world is hyper competitive (duh), and I would have to give up on the Nifty dream later in the year.

Maxis - Software Engineer

June 2010 - June 2011

Maxis is the game developer behind cherished gems like Sim City and The Sims of which I dumped so many hours of my childhood into. How could I not take a job there? For the game Darkspore, I created the HTTP API backend and client responsible for managing all player activity over time (e.g. character storage, inventory, progression). The API served thousands of concurrent players and the game had over a half million players total.

Habit Industries - Co Founder

June 2007 - May 2010

Back in college, I told a good friend if he ever started a company I would drop whatever I was doing and join him. Well, Rob not only started a company, he managed to get us accepted into Y Combinator. We came out financially unsuccessful in the end, but all of us learned a lot trying to break into social and interactive media advertising.

In addition to doing all the things (because startups), I wrote the server side APIs and corresponding back-end systems for all our products and set up, operated, and monitored our cloud infrastructure on AWS. A highlight includes waking up to alarms when we were inadvertently featured on The Rachel Ray show.

Electronic Arts - Software Engineer

January 2006 - June 2007

From my first programming experience with the TI-83, I wanted to make games. I was very fortunate to land a software engineering job at EA Chicago immediately after college. I created the automated and distributed build process for all code and data pipelines for Def Jam: ICON and helped ship the online portion of Def Jam: ICON. So much C++.