Shan Naziripour

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WORK EXPERIENCE

Pixieset
Senior Software Developer, Tech Lead
December 2024-Feb 2026

- Led engineering team in their largest product with more that 1 million users
- Developed and led an engineering mentorship program with 50% adoptions among the department

CoPilot AI
Engineer Manager
June 2022– September 2024

- Led product development of a new innovation team exploring video as part of our sales enablement suite, resulting in our team coming with an MVP in only 1 quarter
- Mentored and strengthened the engineering team by developing shared coding standards, leading collaborative workshops, and organizing AI hackathons that led to multiple AI projects being successfully deployed in production
- Collaborated with design, product, and business to plan and strategize roadmap, leading to successful monetization and continuous iteration, driving innovation
- Raised the bar on quality standards by spearheading the development of a comprehensive design system, featuring reusable components that streamlined rapid iteration and empowered agile development

Staff Software Engineer
May 2021– June 2022

- Led efforts in billing integration with existing legacy product with Stripe, resulting in the efforts and exemplary code for a microservice architecture
- Redesigned inbox experience of legacy product optimizing it for multiple screen sizes and significantly enhancing user experience across devices
- Ran improv workshops to improve cross-functional team collaboration, resulting in better team cohesion and psychological safety

LinkedIn
Senior Software Engineer
January 2018 – May 2021

- Built the demographic collection for salary and championed for representation and sensitivity of the data collection
- Developed and maintained job search on the flagship LinkedIn site
- Led several projects for documentation and clarity for both users and developers
- Worked on culture initiatives for an inclusive workplace and social cohesion within the team

MOGO
Senior Front End Developer
March 2016 – December 2017

- Developed and maintained (in SCSS, Pug, and Javascript) features for the member account portal, marketing site, and legacy products.
- Expanded the custom Javascript framework built by MOGO which handled data binding, view switching and form submissions optimized for their model
- Managed a team of developers to deliver a major product in an accelerated time

frame for a rapid release.
- Led team culture change for more learning and collaboration.

Marine Learning Systems
Director of Web Design
- Designed and developed the front end of a learning management system
- Prototyped new features, improvements, and products, using Photoshop, other design tools, or creating functional mockups with Angular
- Conducted user experience studies with small groups of users on experimental interface designs.
- Built a robust, online exam administration system powerful enough to withstand intermittent-to-no Internet connectivity on seafaring vessels to be used in BC Ferries training. Worked independently on the solution.
- Produced all print, brand, marketing and video material for the company.

Radical Entertainment
Developer
May 2008 - August 2008
- Programmed PC functionality in a large, existing game engine code base, dabbling in controller, audio, and visual components of the system. Worked with several large teams in the company.
- Initiated the process to align the game Prototype^{TM} with the Game for Windows standard.
- Designed and programmed front-end screens in ActionScript using Scaleform.

SIDE PROJECTS

- Built a pitch tracking Unity Game for Global Game Jam 2017
- Co-authored FocalFilter, a Windows productivity tool with over 10,000 downloads and featured on CNET and CBS Radio.
- Designed and led the development of a rich content management system for the BC Cancer Agency that provided a dynamic Google Docs style editing interface.

TECHNICAL SKILLS

	Years of Experience
HTML/XHTML/HTML 5/CSS	10+
Javascript/jQuery/Typescript	10+
Git	10+
ASP/ASP.NET/ASP.NET MVC/C#	6
Java/J2EE	7
Node.js	4
React/Ember/Angular/Vue	4
PHP	3

EDUCATION

University of British Columbia
Bachelor of Computer Science
September 2004 – May 2010