

NICK FICANO

STAFF ENGINEER • TOP 10 PYTHON GITHUB DEVELOPER

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A kind and candid staff engineer with experience building, developing, and leading motivated teams of developers while consistently developing creative solutions for identified business problems. Passionate about creating efficiencies and instilling a culture of humor and collaboration. Trusted as the first engineer/employee hire at two companies.

PROFESSIONAL EXPERIENCE

Staff Engineer *(1st overall hire; integral part of building team of 17 engineers)*

Jan. 2016 - Feb. 2020

Simple Health | Greater New York City Area

Responsible for architecting and implementing the company's **backend infrastructure**, setting up first servers and databases, performing all data modeling, and planning management and storage of users, order, and product data. **Lead the full software development lifecycle**, and manage a team of developers responsible for the web administration system.

Key Achievements:

- Act as **product owner** for a task system that enabled customer service representatives to process orders correctly and efficiently, responsible for managing product strategy and developing the technical roadmap.
- Developed web administration system, enabling product inventory management, order receipt, and tracking, and real-time messaging for customer support to communicate with customers via email and SMS.
- Collaborate closely with customer support, marketing, and product teams to **identify requirements**, inefficiencies, and preferred features to develop solutions.
- Bootstrapped **provisionally patented** vision engine that performs real-time facial distance detection using a mobile phone or web camera, allowing users to take eye tests remotely without the presence of a physician..
- Developed image processing pipeline to analyze incoming images and PDFs, apply various transforms such as perspective and orientation correction, and then re-encode it back to our cloud storage service.
- Built Slackbot that significantly **streamlined operations** and improved network security, including permitting user-friendly firewall rule management and providing secure access to production snapshot for local development.
- Performed data extraction and **statistical** analysis to optimize customer retention.

Founder / Lead Engineer

June 2010 - Present

JotOnce | Greater New York City Area

Independently developed and designed a successful web app for quickly creating password-protected and shareable notes, garnering two acquisition offers in the past 12 months and features in [LifeHacker](#) and [GigaOM](#). Currently rewriting [beta](#).

Key Achievements:

- Researched UI design patterns and principles to create the most intuitive user experience possible.
- Solicited user feedback and designer insights, and continuously iterated on the design to improve UI/UX.
- Integrated site with session replay tools, heat maps, and an A/B testing framework to optimize UX.

Senior Engineer

May 2012 - Jan. 2016

Keep | Greater New York City Area

Developed backend infrastructure and API layer that powered interactive curated product discovery iOS and Android mobile app for fashion, home decor, and design shopping.

Key Achievements:

- Developed interactive tool for testing internal API layer, which streamlined mobile feature development, aided debugging efforts, and improved collaboration between server side and client side teams.
- Rewrote and managed a universal cart order fulfillment system, transforming a confusing page requiring heavy training to a simple wizard-based workflow system that created steps based on conditional order logic.

Freelance Engineer

June 2011 - May 2012

3atmospheres | *Greater New York City Area*

- Created social food discovery [service](#) heavily integrated with Facebook, Twitter, and Foursquare.
- Developed backend infrastructure and REST-API for Instagram-like [iPhone app](#) geared towards fashion.

Lead Engineer

Dec. 2010 - June 2011

Ebates (formerly OneReceipt) | *Greater New York City Area*

- Hired as the first employee at OneReceipt.com (acquired by Ebates), a tool that scans an email inbox for purchase-related emails and parses, organizes and generates detailed analytics on such purchases.
- Bootstrapped infrastructure from a pluggable, email-parsing framework to a DataMapper system that evaluated and transformed message content into a structured format.

Co-Founder / Engineer

Aug. 2008 - May 2010

2Sprout, LLC | *New Haven, CT*

- Designed and implemented server-side infrastructure, including the website, for platform focused on creating a universal and open prototype for real-time, semi-structured data aggregation.
- Bootstrapped infrastructure from a pluggable, email-parsing framework to a DataMapper system that evaluated and transformed message content into a structured format.

ADDITIONAL EXPERIENCE

Freelance Engineer | You Want Game

2008 - 2009

- Bootstrapped YouWantGame.com, delivering the concept to private beta, and developed the entire infrastructure.

RECOGNITION

- Listed in the Top-10 Python Developers (By GitHub Stars) for New York ([source](#))
- Developed several popular open source Python libraries: pytube, humps, and python-lambda. All of which have been adopted internally by fortune 500 companies.

TOP TECHNICAL SKILLS

Python | System Architecture | Networking Internals | Linux/BSD | Pipelines | Distributed Systems | SQL | AWS
Node.js | JavaScript | Shell Scripting (Bash) | Microservice Architecture | pfSense | FreeSWITCH

EDUCATION & TRAINING

Training: CCNA (Cisco Certified Network Associate)**Education:** Computer Information Systems, Southern Connecticut State University