

Charlie Tran

(858) 829-2148 • hi@charlietran.com

Engineering lead and full stack developer

After the successful exit of the startup that I helped lead, I'm looking for my next role that would ideally be a hybrid of senior engineering and leadership.

- 15+ years experience as a software developer.
 - 6+ years experience as an engineering manager with 4-8 direct reports.
 - Highly proficient in object-oriented programming with Golang, Ruby and Javascript, MySQL and PostgreSQL DB management, AWS infrastructure, and generally running web apps at scale
-

Unity (<https://unity.com>) August 2021 - January 2024

- Joined Unity as Senior Director of Engineering via [Parsec acquisition](#)
- Led all engineering for Parsec as well as [SyncSketch](#), a web-based media collaboration & annotation tool

Parsec (<https://parsec.app>) May 2019 - August 2021

- Joined Parsec as an early engineer to lead the backend and infrastructure engineering efforts for a premium, gaming-focused remote desktop solution
- Rewrote a prototype NodeJS/Python REST backend to a serverless Golang API REST + WebSockets architecture
- Scaled from ~100k concurrent realtime users to millions while reducing AWS costs by 50%

Consulting & independent projects

November 2017 - May 2019

- Consulted as a senior engineer for NYC startups. Work included NodeJS REST & GraphQL backends, Postgres database admin, customer data migration, cloud infrastructure, and recruiting.
- Attended the Fall 2018 12-week batch at [The Recurse Center](#), a community of self-directed programmers. Studied 2D game design, 3D VR/AR app development in

Unity, and graphics shader programming.

Vimeo (<https://ott.vimeo.com>)

Senior Director of Engineering • June 2016 - Oct 2017 • New York, NY

- Joined Vimeo via its acquisition of VHX
- Some things I shipped at Vimeo:
 - API-based integrations of the VHX Ruby on Rails app into the Vimeo PHP stack to begin combining our media assets and customer databases
 - Growing both backend & frontend teams by 50% and organizing them into cross-functional teams focused on product objectives instead of tech stacks
 - A scaling & performance initiative for the Rails app stack to handle the post-acquisition 10x traffic increase
 - A custom video transcoding pipeline running on AWS to add support for 4K/HDR video, decreasing our transcoding costs by 50% and improving playback quality
 - Reworking our Java-based video streaming servers to allow for live-encoded DRM and adaptive streaming
 - Migration of the Rails app and microservices to Docker containerization

VHX (<https://www.vhx.tv>)

Director of Engineering • Aug 2013 - June 2016 • Brooklyn, NY

- Lead a team of 8 engineers that took a streaming video product from MVP to acquisition
- Some things I shipped at VHX:
 - A payments infrastructure for our online video marketplace with thousands of sellers and millions of customers, compliant with federal and international law
 - In-app purchasing for all our sellers' apps on iOS, Android, and Roku, which boosted seller revenue by 200%
 - An upgrade for our streaming video infrastructure from progressive H264 to encrypted Apple HLS
 - Automation of our Continuous Integration setup, allowing engineers to deploy to production dozens of times a day and provision test servers via a custom chat bot
 - A zero-downtime credit card migration of 1 million+ paying customers between providers (Balanced to Stripe)

Consulting

March 2011 - July 2013 • New York, NY

- Worked as a PHP, Ruby, & Javascript developer consultant for several NYC agencies.

Projects included:

- Renaissance Hotels Homepage (www.renhotels.com)
- ?WhatIf! Homepage (www.whatifinnovation.com)
- Millennium Villages (www.millenniumvillages.org)
- Taylor Swift / Diet Coke photo contest
- Time Warner Cable (Connect A Million Minds, Wouldn't It Be Cool If)

Pre-2011 experience available upon request

Education

California State University, Long Beach

Bachelor of Arts Degree in Film Production (Directing & Cinematography)