Shane Scanlon

Strategic Leadership in Fullstack Software

In my 15+ years of delivering mission critical software, I have grown from a detail oriented developer into a strategic leader. As head of development for AURORA, an ERP platform built to automate the complex world of translation, I helped RWS grow into the world's leading language service provider, closing in on \$1 billion annual revenue.

West Jefferson, NC

+1 (650) 336-4613



shane@turtlestack.dev



github.com/turtlestackdev



www.turtlestack.dev



Professional Experience

Development Operations Lead | RWS, Regulated Industries

Mar 2018 - Apr 2023

Responsibilities

- Managed and mentored a global software team, instilling the skills to reliably perform critical tasks.
- Maintained and monitored the AWS infrastructure delivering a reliable platform for users.
- Wrote detailed technical specs ensuring sound code, data, and API structures would be implemented.
- Helped plan the platform's strategic roadmap to align deliverables with executive leadership's vision.
- Worked with stakeholders across the organization to design solutions for their workflow needs.
- Performed regular code reviews and security audits guaranteeing software quality.

Achievements

- Integrated the workflow needs for an ever-growing portfolio of divisions. Most notably when we acquired our largest competitor.
- Successfully oversaw a major platform overhaul to automate the process of a high-risk, multi-million dollar growth leading division that needed a complete technical migration within a significantly reduced timeline.
- Navigated a period of rapid growth by expanding the software team to 13 full time developers and restructured our process to scale with the growing demands on PM and OA teams.
- Tackled the migration of a globally dispersed on premises infrastructure to be fully on the cloud.

Software Development Engineer | RWS, Regulated Industries

Oct 2013 - Mar 2018

Responsibilities

- Designed and implemented schemas, APIs, and business logic significantly expanding functionality.
- Developed intuitive user interfaces affording clear navigation through complex workflows.
- Assessed requirements and gave accurate estimates giving PMs confidence with schedules and capacity.
- Implemented a CI/CD system that streamlined the QA process with the release pipeline.
- Packaged applications and servers into images and containers providing reproducible environments.
- Integrated 3rd party APIs and client systems creating a holistic ecosystem across the organization.

Achievements

- Streamlined the project creation process for clients and PMs by implementing the backend for AURORA's new client portal which introduced a REST API, asset management, and a granular reports system.
- Helped the finance team to scale with the growing business by implementing an accounting microservice which integrated with Oracle NetSuite and AURORA's CPQ functionality.
- Transformed frontend code to a system of React components resulting in greater flexibility and improved code reuse.
- Restructured a legacy PHP application into a cohesive Symfony framework, incorporating microservices with Java, C#, and NodeJS.

- Initiated my career as a Web Developer at Picturelab, a motion graphics and video production studio.
- Developed budgeting and scheduling systems, as well as the company intranet and public-facing sites.
- Learned troubleshooting methodology and collaborative problem-solving, working closely with the head of IT.

Technical Skills

I'm a polyglot and generalist by nature. My two most valuable skills are a passion for problem solving and the patience to reverse engineer any system.

Programming Languages

•TypeScript •Python •PHP •Elixir •Java/Kotlin •C# •Go

Web Technologies

- •React •Next.js •Tailwind •FastAPI •Flask •Laravel
- •Symfony Phoenix LiveView Svelte Spring Boot

Databases

•PostgreSQL •MySQL/MariaDB •Redis •MongoDB

DevOps

- Docker •Terraform •Packer •Ansible •Jenkins
- •GitHub/GitLab CI/CD •AWS/Azure Prometheus



















































Education

Bachelor of Science in Interactive Media Design

The Art Institute of California, San Francisco

Associate of Science in Broadcast Telecommunications

Mount Wachusett Community College