

Patrick O'Neill

Software engineering leader with 20 years of experience in web application development.

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Experience

Brightcove (*acquired*) – brightcove.com (Jul. 2015 - Present)

Director, Software Engineering (Jan. 2023 – Present; Boston, MA/remote)

- Leading a distributed organization of ~4 managers and ~30 engineers
- Responsible for all device SDKs, the Brightcove Player, and APIs for managing customer players
- Primary steward for popular *Video.js* open source project with 38,000+ GitHub stars
- Organizing and leading annual *Hack Week* event for 150+ engineers
- Running monthly *Show & Tell* event for Engineering
- Involved in product and engineering strategy, role definitions/leveling, compensation planning, and organization design

Manager, Software Engineering / Senior Manager, SE (Nov. 2019 – Jan. 2023; Boston, MA/remote)

- Manager for three teams: Brightcove Player, Android SDK, and iOS SDK
- Managed 10+ direct reports across multiple locations (Boston, Guadalajara, remote)
- Successfully guided teams through major company transitions (leadership changes, office closures, etc) as well as the COVID-19 pandemic and adjustment to full-time remote work
- Heavily involved in cross-team initiatives, quarterly planning, and ensuring delivery

Senior Software Engineer, Staff Software Engineer (Jul. 2015 – Nov. 2019; Boston, MA)

- Product Owner/Team Lead for the Brightcove Player team
- Primary product responsibilities included Brightcove Player ecosystem/architecture, UI, analytics, advertising, playback formats, and web services
- Core contributor for the popular open-source Video.js library
- Speaker at annual PLAY conferences (2018, 2019)

The Groundwork (*closed*) – thegroundwork.com / timshel.com

Senior Software Engineer (Oct. 2014 – Jul. 2015; remote)

- Built applications and tooling to be used by Hillary For America, 2016
- Built an administration panel for Groundwork services using Ember.js.
- Built an “authentication wall” for the administration panel using Python/Flask.
- Provided support and bug fixes in the campaign’s early days for their website.
- Built tools to be used by campaign developers to kick start projects of varying types.

Kindling (*acquired*) – kindlingapp.com

Lead UI Developer (Jan. 2012 – Oct. 2014; New York, NY)

- Architect, build, and manage a large, well-tested JavaScript application.
- Created build and deployment process for all front-end assets.
- Defined front-end coding standards and source control workflow for the entire development team.

Parsons The New School for Design – newschool.edu

Part-time/Adjunct Faculty (Aug. 2011 – Dec. 2013; New York, NY)

- Instructed students in the fundamentals of how modern web products are built.
- Primarily teaching basic HTML, CSS, and jQuery to sophomores in the Design & Technology and Communications Design programs.

Lofty (*closed*) – lofty.com

Senior Front-end Developer (Aug. 2011 – Nov. 2011; New York, NY)

- Brought in to introduce order and best practices to the front-end of an European-focused vacation rental startup. *The company ended operations in November 2011 and has since reopened under the same name as a new business.*

Meetup (*acquired*) - meetup.com

UI Engineer (Sep. 2010 – May 2011; New York, NY)

- UI Engineer on the late 2010/early 2011 redesign of now-defunct Meetup Everywhere platform.
- Mentored junior UI Engineers on Everywhere platform and contributed to design and planning.

Huge - hugeinc.com

Software Developer / Senior Developer (Apr. 2008 – Sep. 2010; Brooklyn, NY)

- Involved in all phases of projects for clients including The History Channel, Under Armour, A&E Television Networks, iVillage, Broadway.com, National Association of Realtors, Nutrisystem, Samsung, and Pepsi.
- Worked with Django, JSTL/Apache Tiles, Kohana, Wordpress.

ICx Technologies (*acquired*) - icxt.com

Web Designer/Developer (Jan. 2006 – Mar. 2008)

Education

The University of the Arts (*closed*) / Bachelor of the Fine Arts, Painting & Drawing, with Honors / Philadelphia, PA / Sep. 2000 – May 2004