

SEAN SAMBORSKI

GAME ENGINEERING MANAGEMENT

(254) 338-9695

Vancouver, WA

sean.samborski@live.com

linkedin.com/in/seansamborski

Please visit: <https://seansamborski.com> to view more information about my professional work. My experience includes empowering, mentoring, and leading software professionals delivering a wide variety of applications.

PREVIOUS EXPERIENCE ▲



Genvid Technologies – Partner Services Manager (Engineering Manager)

February 2022 – June 2023

I hired and lead the team delivering the next AAA IP property for a massively interactive live event game. My main role was the engineering leader for a product team delivering the next iteration of this streaming title. I served as hub of the project on production, project management, and directly empowering, mentoring, and developing the technical solutions.



Graybox – Applications Practice Manager (Engineering Manager)

November 2019 – December 2021

I worked as a producer and engineering manager involved in client scoping, sales, and pitching and lead the application team to deliver highly complex solutions of many 6-figure builds.



Worldwide Machinery – Software Development Manager

August 2015 – August 2019

I built the entire software arm of the global operations in charge of building, mentoring, and leading the team responsible for delivering mobile, web, and ERP applications.



Elephante LLC – Director of Technology and Web

January 2013 – February 2015

I managed the remote development team and handled all production and project management for ERP development services creating custom platforms for managing enterprise data.



HostGator – Senior Web Developer

November 2012 – December 2013

I was a senior designer and developer on the team designing and developing billing systems, chat, and cPanel plugins for 9 mil+ users.

Here I designed and developed all corporate websites and provided art and product leadership for all marketing materials, collateral, and more.

PROFESSIONAL PROJECTS ▲**Massively Interactive Streaming App**

- › I built and led the team delivering a massively interactive live event destined for a 20mil+ audience
- › The application was a completely custom app where players can watch the story, participate in a community drive outcome
- › Players could build custom avatars, chat, earn and spend in-app currency
- › We built additional features such as minigames, season passes, authentication/wallet management, and game balancing systems allowing game designers to change the game live
- › We built and delivered the first mobile iteration for app stores including the live asset update pipeline
- › Total Client Managed Budget: \$20 mil+

Autistic Teaching Support Services

- › During the COVID-19 2020 lockdowns, the applications team planned, built, and delivered a remote learning application allowing teachers to connect and teach students
- › The application was a completely custom app allowing teachers to create a curriculum and share it remotely with students to interact with online
- › We delivered the application in time for the Fall semester to great acclaim from the teachers
- › We also supported all of the clients software operations to develop and deliver new features
- › Total Client Managed Budget: \$1 mil+

Dream Academic Research

- › A dream researcher approached us to develop a new database housing a wide variety of dream data
- › The application allows users to create visualizations of dreams into bar charts to analyze meta data
- › Users can search over 34,000 dream entries using complex analysis such as emotions, senses, or events and compare the results against thousands of baseline entries
- › Total Client Managed Budget: \$500,000+

Amazon Vendor/Seller Central Services

- › We planned, designed, and built a complex data analysis tool to visualize Amazon data both from official APIs and scraped data
- › The tool processes thousands of days' worth of Amazon sales data allowing users to graph and compare data across periods
- › Users can view individual day, product, or category sales data and view revenue drivers and losses or larger spans such as months or years
- › Total Client Managed Budget: \$1mil+

Please visit: <https://seansamborski.com> for additional projects

- › **Engineering Leadership:** Mentorship, empowerment, team values, culture, best practice, communication, documentation, and delivery while establishing clear team goals, development processes, 1:1s, and performance reviews
- › **Technical Solutioning:** Managed the entire software development lifecycle, developed the first investigation, research, testing, and mobile release to the app stores, facilitated estimating developer efforts, worked on new and emerging streaming technology integrating our custom SDK, implemented internally built API library for analytics tracking, management, and data storage, backend API development and integration for authentication, design and development of cross-project APIs on the backend, highly dynamic frontend technology built on node, React, Capacitor
- › **Production/Project Leadership:** Roadmaps, budgeting, costing, priorities, project management workshops, teaching external project managers how to manage and run their teams using modern tools and best practices, cross-managing product teams, cross-team communication, collaboration between internal and external teams
- › **Feature Design:** Feature ideation, requirements scoping, research, UX mockups, documentation, scoping, building, and helping design complex interactions including rapidly developing prototypes/POCs (proof-of-concept apps) for partner demo, acceptance, and tight feedback loops
- › **AGILE Leadership:** Coordinating ceremonies, technical syncs, scrums, planning, refinement, retros, status updates, and release notes
- › **Recruiting:** Hiring/vetting, sourced, interviewed, and hired my development team, producers, and project managers at all stages from evaluating team needs, job description authoring, interviewing and assessment, onboarding, and job success
- › **Technical Leadership:** Writing, evaluating, and delivering product proposals, mobile app delivery pipelines, CMS user chat, moderation, mobile update asset delivery (PAD/ODR), Amazon IVS, PlayFab, frontend libraries
- › **Cross-Team Management:** Establishing early best practice, process, and documentation in: development delivery; QA; load testing; deployment infrastructure coordination, solution wireframing / documentation, costing

TECHNICAL ROLES

- › Development Team Leadership
- › Product Ideation
- › Project design, Scoping, Estimation
- › Software Solutions
- › Design & Production
- › Project Management
- › Agile Product Owner
- › ERP Design & Implementation
- › Web Development • Ecommerce
- › Mobile Development & Delivery
- › Frontend Development
- › Project Roadmaps
- › Customer Journeys
- › Story Mapping
- › Team Recruiting, Building, & Culture

DEVELOPMENT

- › CSS • HTML
- › JavaScript
- › React • Typescript
- › Python • PHP • C#
- › PostgreSQL • MySQL • SSMS
- › Document DB • DynamoDB
- › Git
- › AWS • IVS • PlayFab

DESIGN

- › UI/UX Design
- › Web & Graphic Design
- › Illustrator • XD • Figma
- › Storyboarding

EDUCATION



University Of Alabama
Bachelor of Science



University Of Houston – Victoria
Masters in Communication (IC)



Savannah College of Art and
Design
Bachelor of Arts (IC) in Game Design
and Development