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# SEAN ZEHNDER

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## PROFILE

A creative and tenacious technical leader and entrepreneur with expertise in large-scale analytics, mobile application development, technology assessment, and development management.

## EXPERIENCE

CTO, CONSOLO SERVICES, LEXINGTON, KY – 2015-PRESENT

Managed Development and Systems Operations for rapidly growing Hospice Electronic Health Records (EHR) company. Responsible for technical architecture oversight as well as individual contributor as mobile (iOS) application lead developer. Proven track record on managing sensitive and highly complex projects such as Electronic Prescribing of Controlled Substances (EPCS) and Consolo's migration of their SaaS product to the cloud. Also have a strong hand in process improvement initiatives such as definition and introduction of Product Management processes company-wide.

TECHNOLOGIES: Swift, Rails, Objective-C, Postgresql 9.x, AWS, Typescript, Angular.js, Material Design, Jira, Confluence, Reactive and Functional Programming.

CO-FOUNDER & CTO, ILL CORPORATION – 2011-2015

Team leader and Technical Architect on several high-profile projects including iOS applications such as the award-winning Comedy Central: Stand Up (iPhone & iPad), Nickelodeon (iPhone), and Meeps (iPhone) apps.

Beyond mobile, Sean developed ground-breaking solutions for large-scale live events used by Intel/MTV Iggy, Citibank, Spotify and New Balance. Also consulted numerous times on Agile development methodologies and methods for improving development management and developer productivity.

TECHNOLOGIES: Objective-C, Swift, Ruby, Rails, AWS, MySQL, Angular.js, CoffeeScript, SASS, Bootstrap.js, JQuery.js, CSS, HTML5, Atlassian Jira

TECHNICAL DIRECTOR, VICTORS & SPOILS, BOULDER – 4/2011-11/2011

Architect of proprietary software products for an Advertising agency built on cloud sourcing principles. Led a team of 8 while developing two high profile crowd-sourcing platforms. Chief architect and developer of the "Fan Machine" Facebook app with launch partner Harley-Davidson. Built for massive-scale, the Fan Machine empowers fans to

interact with their favorite brands such as H-D and Converse All-Stars. Leader of agile development methodologies both internally and with external development partners.

TECHNOLOGIES: Ruby, Rails, CoffeeScript, MySQL, Heroku, AWS, SASS, Bootstrap.js, JQuery.js, CSS, HTML5

DIRECTOR OF TECHNOLOGY, BAND DIGITAL, CHICAGO – 2010-2011

Strategic planning and technical development on Fortune 500 accounts and other household names such as Harley-Davidson, Meijer, Quaker, and Redbox. Chief Architect and Technical Director for a multi-million dollar project for Harley-Davidson: the H-D1 Bike Builder. this project was delivered on time and under budget, despite huge logistical and technical challenges such as integrating data and assets from multiple vendors. Proven management skills as the head of a 15+ person Chicago-based development team. Introduced Agile development methodologies to dramatically improve Dev office productivity and profitability.

TECHNOLOGIES: J2EE, Spring Framework, Core Java, Ruby, Rails, MySQL, Rackspace Cloud, Bootstrap.js, JQuery.js, CSS, HTML5, Node.js, Adobe Flex

CO-FOUNDER & CTO, SOCIALESQUE, L.A. & CHICAGO – 2007-2010

Lead strategist and architect for a B2B firm specializing in “analytics on demand” for social networks, online worlds, and video sharing companies. Managed team of 6 developers on multiple parallel projects. Front-end consultant (approx. 3 years) for algorithmic commodities trading firm at the Chicago Mercantile Exchange (CME).

TECHNOLOGIES: Adobe Flex, Django / Python, Ruby, Rails

ASSISTANT DIRECTOR / RESEARCH ASSOCIATE, NORTHWESTERN UNIVERSITY,  
EVANSTON – 2007-2009

Games researcher and programmer on several first-person shooter games, 2D multi-player games, and multi-modal interactive media for a research consortium funded by the National Science Foundation.

TECHNOLOGIES: Java, C++, Adobe Flash

UI DESIGN LEAD, EMERGENT GAME TECHNOLOGIES, CALABASSAS – 2005-2007

Led UI Design and individual contributor to development of advanced metrics and analytics toolset for video game developers. Authored strategic analysis and technical assessment research for the product offering, including rollout plan based on this

research. Designed interfaces and workflows for extracting insights from player behavior, system performance (ops), and the game development pipeline.

TECHNOLOGIES: Adobe Flex, J2EE, Spring Framework

LAB DIRECTOR / PROGRAMMER, CHILDREN'S DIGITAL MEDIA CENTER,  
WASHINGTON, D.C. – 2000-2005

American Sociological Association award-winning author of the "Social Network Spider and Visualization System" (SNS-VS), a Java-based threaded web mining and analytical tool for social scientists. Published and presented several research studies on the effects of interactive media on children. Lead programmer of multiple rich internet applications (RIAs) for children, including a sprite-based MUD for 5-7 year-olds, and interactive storybook, and more.

TECHNOLOGIES: Adobe Flash, PHP

## EDUCATION

NORTHWESTERN UNIVERSITY, EVANSTON, IL – MEDIA, TECHNOLOGY, AND  
SOCIETY (ALL BUT DISSERTATION)

GEORGETOWN UNIVERSITY, WASHINGTON, D.C. – M.A. 2002 – COMMUNICATION,  
CULTURE, AND TECHNOLOGY

UNIVERSITY OF KENTUCKY – B.A. 2000 – ENGLISH, LITERARY THEORY – GAINES  
FELLOW IN THE HUMANITIES, HONORS

## OTHER INTERESTS

FOUNDER, WOODROW DYLAN WORKSHOP, LEXINGTON, KY – 2014-PRESENT  
Lead Instructor of a workshop for training young and old to be creative with code and electronics.

Instructor on a range of topics from how to build effective mobile applications, to basic soldering, to building custom distortion pedals for musical electronics.

TECHNOLOGIES: Swift, Rails, Objective-C, Postgresql 9.x, AWS, Arduino, Raspberry Pi, Soldering, Transistors, Electrons, and scrap metal.

## CONFERENCE PUBLICATIONS / PRESENTATIONS

- AdAge Digital Conference – NYC (April 2012) – "Meeps: Budweiser Brand Hack"

- Ignite Boulder – Boulder, CO (December 2011) – “ROI is a Fantasy – and other useful sayings you can share with your boss.”
- Game Developer’s Conference – San Francisco (2007) – “Metrics: Practical Applications of Game Intelligence Software to Critical Game Development Issues”
- Broadway League Conference – NYC (May 2009) – Innovations and Best-practices for Web 2.0 Marketing of Live Events”
- National Communication Association Conference (2004) – “The Mangle of Media: implementations of POV in 3D video games”
- International Communication Association Conference (2003) – “Developmental Differences in older and younger adolescent’s understanding of heroic depictions”