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[LinkedIn](#) | [Portfolio](#) | [GitHub](#)

# Ian Pollack

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**Full-Stack Software Engineer** with 6+ years of experience delivering scalable, user-centric applications across healthcare, social networking, hospitality, education, and fin-tech industries. Proficient in a wide range of languages and frameworks, with a strong focus and passion for clean, maintainable code and intuitive user experiences. Proven track record in leading development teams, mentoring engineers, and driving product excellence. Open to remote opportunities globally and hybrid/on-site roles in the Greater Los Angeles area.

## TECHNICAL SKILLS

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- React.js | Next.js | Redux.js
- JavaScript | TypeScript
- Node.js | Express
- Ruby | Rails
- Python | Django | Wagtail
- HTML | CSS | Sass (SCSS)
- SQL | PostgreSQL | MySQL
- NoSQL | Redis
- AWS | Heroku | Azure
- Docker | GitHub | CI/CD
- OpenAI | PyTorch
- Jest | RSpec | Splunk

## PROFESSIONAL EXPERIENCE

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**SCSI Media** | El Segundo, CA

**December 2024 – May 2025**

**Full-Stack Software Engineer**

- Co-designed and developed the Sabio AI web application with a responsive, accessible frontend built in React.js, Next.js, and Material-UI, enabling efficient management, testing, and certification of interpreter students and professionals through AI-enhanced features.
- Engineered and scaled backend architecture using Node.js, Express, and TypeScript, integrating third-party platforms such as OpenAI, Vimeo, and Synthesia to automate workflows and reduce manual overhead.
- Architected a robust PostgreSQL database, ensuring data consistency and efficient communication across system components while supporting dynamic user interactions.
- Maintained legacy systems by troubleshooting and resolving issues using WordPress, Caspio, Zapier, and related tools, significantly improving platform stability and long-term maintainability.

**HP** | Los Angeles, CA / Remote

**March 2022 – July 2024**

**Senior Software Engineer / Technical Lead**

- Optimized HP's Cloud Bank payment processing platform by streamlining invoice/PDF generation and archiving workflows, reducing financial processing errors by 20% and enhancing the purchasing experience for millions of global customers.
- Led a team of 5 developers as Technical Lead, conducting code reviews, pair programming sessions, and daily stand-ups, ensuring consistent delivery ahead of schedule and promoting team skill growth.
- Developed new features and resolved bugs using Ruby on Rails, Prawn, and Sidekiq, delivering secure, scalable updates that aligned with stakeholder goals and improved user satisfaction.
- Monitored and managed production infrastructure (AWS, Jenkins, Splunk), leading root-cause analysis and post-mortems that resulted in a 50% increase in system error resolution.
- Collaborated cross-functionally with Project Architects and Project Managers to align sprint planning and product roadmaps with long-term goals; actively contributed to hiring by interviewing 5+ candidates and shaping on-boarding.

**Lightmatter** | New York City, NY / Remote  
**Software Engineer**

**March 2019 – January 2022**

- Led full-cycle development for client projects, including a resort booking platform, increasing reservations by 14%, using diverse tech stacks including React.js, Next.js, Django, and Wagtail to deliver high-performance, scalable, user-friendly web applications that aligned with business goals and exceeded client expectations.
- Provided “white-glove” customer-service by keeping clients up to speed on projects through regular meetings, live demos, and agile feedback loops, effectively translating client feedback into actionable development tasks, managing scope changes, aligning priorities, removing blockers, and ensuring on-time, on-budget delivery of complex features.
- Rapidly diagnosed and resolved production issues, including system outages and performance bottlenecks, implementing permanent fixes and minimizing downtime to maintain client trust and system reliability.
- Ensured application stability and code quality throughout the development lifecycle by triaging and resolving bugs, implementing new features, and conducting code reviews to support clean, maintainable codebases.

## **FREELANCE PROJECTS**

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**University of Hawaii – School of Medicine**  
**Software Engineer**

**December 2022 – January 2024**

- Developed and integrated custom JavaScript within Qualtrics to calculate user scores and averages, enabling real-time feedback upon survey completion.

**VisionFriendly.com**  
**Software Engineer**

**September 2022 – November 2023**

- Developed and maintained full-stack web applications using Next.js, React.js, Django, Wagtail, CSS/Sass, with Salesforce integration and automated deployment via CircleCI and AWS.

## **EDUCATION**

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**Flatiron School** | New York City, NY – *Software Engineering Immersive*

**San Diego State University** | San Diego, CA – *Bachelor of Science: Business Management*

## **HOBBIES / SKILLS**

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Standup comedian and improviser, blackjack dealer extraordinaire, amateur ukulelist, baseball aficionado, “Survivor” fanatic, can solve a Rubix Cube in under four minutes, can whistle the bridge to “Sittin’ On the Dock of the Bay”.