Neil Pomerleau

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I am a product-oriented software engineer who enjoys breathing life into great ideas and delivering rich experiences at massive scale. I believe in perfecting the user experience, so I sweat the smallest details. Every color, every pixel, and every frame of every animation should work together to surprise and delight the user. I aim to write elegant software and deliver intuitive products with a world-class level of craftsmanship, and I hope I can inspire others to do the same.

Experience

LinkedIn – Senior Software Engineer (October 2015 – Present)
- Transformed the Messaging product to provide members with an easier and more lightweight way to have professional conversations with their connections.
- Designed many of Messaging's APIs, implemented several features for group conversations on iOS, and led the implementation and perfection of multiple features on web.
- Conceptualized, designed, and built a regular expressions crossword puzzle to attract engineering talent to LinkedIn. This personal side project transformed into an enormous success, getting attention on social media and news sites while attracting tens of thousands of potential candidates.
- Developed the Messaging pillar and Messaging overlay as a part of a complete overhaul of LinkedIn's technology architecture and the largest desktop redesign since LinkedIn's inception.
- Collaborated with Microsoft research and development teams to build and test prototype features such as the LinkedIn Assistant, a chat bot that lets members navigate LinkedIn through a conversational interface.
- Drafted the plan and led the company-wide implementation for a massive re-architecture of how LinkedIn handles attachment files to guarantee the privacy and security of this highly-sensitive member data and comply with new regulations (EU GDPR).
- Awarded LinkedIn's "Best on Planet" Interviewer Award for conducting over 100 interviews in a year.

LinkedIn – Front-End Software Engineer (February 2014 – September 2015)
- Designed and implemented the front-end architecture for the new homepage's top two "Identity" and "Keep in touch" modules, which more than doubled interaction with network updates and helped members stay connected with their networks.
- Built web components and utilities that have been leveraged across the company.
- Acted as a mentor for two summer interns over two summers, helping them build their first features and gain confidence as software engineers.
- Awarded LinkedIn's Rockstar Award for user experience development.

Wayfair – Software Engineering Intern (June 2013 – August 2013)
- Worked with twelve other interns to rewrite a large internal tool for managing supplier information.
- Designed and developed a new tool to let employees receive and manage repairs for damaged shipments.
- Developed a customer-facing page for tracking shipments using the FedEx and UPS APIs.

PreserVenice.org – Software Engineering Intern (June 2012 – July 2012)
- Collaborated with the United Nations Educational, Scientific, and Cultural Organization (UNESCO) to develop a mobile app and website for users to locate, update, and contribute to a database of public art in Venice, Italy. It serves as a model for all world heritage sites.

Simtable.com – Software Engineering Intern (May 2012 – June 2012)
- Developed a demo of a mobile app and simulation table UI that would ultimately be used by the U.S. Secret Service for security planning at the 2013 Presidential Inauguration.

Projects

ALS Variant Server (September 2012 – December 2012)

Collaborated with a team at UMass Medical School to develop a website that helps researchers around the world browse gene variants as they attempt to identify the cause of ALS.

HeatmapTool.com (December 2011 – Present)

Created a service that lets customers generate heat map overlays on Google Maps from geographical data.

SafeVoices.org (January 2010 – Present)

Volunteered to develop and maintain a website that offers important resources for those affected by domestic violence in Maine.

Education

Worcester Polytechnic Institute (2009 – 2013)

B.S. with High Distinction, Computer Science and Aerospace Engineering, Physics Minor (3.94/4.00)

Skills

Languages – HTML, CSS, JS, SCSS, Java, Scala, Swift, C, Objective C, Python, Ruby, PHP, SQL
Frameworks – Ember, Vue, Angular, React, Backbone, Marionette, Express, Play, Mocha
Libraries & Tools – Node, jQuery, Underscore, Firebase, Venus, Sinon, Dust, Gulp, IntelliJ, Xcode, Git, SVN
Graphics & Media – Illustrator, Photoshop, Fireworks, Premiere
Server – Linux, UNIX, AWS (S3, EC2, SES), Nginx, Apache, Cloudflare