

David Fenster

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Sensible software design through collaborative, creative vision.

EXPERIENCE**Shutterstock****Sr. Principal Engineer** (Nov2011 - Sep2023)

Multi-domain expert, organization influencer, leader of leaders. Designed, developed, and actuated adoption of suite of identity management software services.

- Led team of 6 engineers while periodically filling in as Engineering, Product, and Project Managers
- Designed and developed suite of identity management services, including OAuth2 identity provider and role-based access control (RBAC) service, that handles ~60,000 rpm and ~2,000,000 unique user accounts per month across ~40 Shutterstock applications with ~100% uptime
- Orchestrated and executed plan to migrate from a monolith onto services
- Designed system that automatically detects and protects ~25,000 compromised users per month
- Envisioned and led completion of Account Restructure, Shutterstock's largest feature project that spanned > 20 teams over the course of 3 years
- Led winning 2023 hackathon team by simulating automation of 500 AI-generated A/B tests in 24 hours
- Designed ideal state architecture for the software of 5 Commerce/Payments platform teams, outlining a roadmap to reduce "lead time for change" DORA metric
- Authored Shutterstock's Architecture Review Process, which includes entire engineering organization in the collaboration and design of complex solutions

Technical Environments: *Architecture Design, Node.JS, TypeScript, Perl, MySQL, AWS, Kubernetes, Lambda, S3, NGINX, React, Service Oriented Architecture, Web Services, Authx, Authn, Security, REST API, GraphQL, Full Stack, Front End, Back End*

DualShockers**CTO** (May2011 – Jan2021)

Pro-bono hobbyist work for video game news and review website.

- Created mobile-first responsive site design using SEO best practices
- Built continuous integration deployment framework with GitHub actions
- Transitioned technical ownership to acquiring company GRV Media
- Optimized site for successful Google News approval
- Enhanced performance with CDN, HTTP2, Caching, and AMP
- Built ability for readers to search/sort game reviews, and for writers to enter game review data.

Technical Environments: *PHP, MySQL, SASS, HTML, CSS, JS, NGINX, GitHub Actions, Wordpress, Full Stack, Front End, Back End*

LicenseStream**Engineering Lead**

Led team of 3 developers and responsible for design and development of stock photography and audio licensing solutions.

Technical Environments: *C#, CSS, JS, SQL, ASP.NET, ASP.NET MVC*

Medidata Solutions**Senior Architect**

Responsible for designing feature implementation for big pharma clinical trial software and providing technical leadership/direction to engineers and managers of multiple product teams and technologies.

Technical Environments: *C#, Ruby on Rails, CSS, JS, SQL, MySQL, ASP.NET, ASP.NET MVC*

ObjectBuilders**Software Developer**

Responsible for enhancing company's core product

Technical Environments: *Objective-C, C, Workflow Engine*

EDUCATION

Lehigh University Bethlehem, PA

B.A., Computer Science