

BEN PATALANO

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SUMMARY

Senior Software Engineer with 8+ years of experience building high-scale consumer and B2B products that delight users at Discord, Amplitude, Volley, and more. Product-oriented engineer known for owning ambiguous problem spaces end-to-end, making deliberate tradeoffs, and shipping intentional, metric-moving systems. Experienced working at pace on teams that value engineering rigor, autonomy, and craft.

TECHNICAL EXPERTISE

Languages: TypeScript, JavaScript, Python, Rust

Product Engineering: React, React Native, Redux, Vite, GraphQL, experimentation platforms

Backend and Systems: Node.js, Flask, microservices, ingestion pipelines, caching, performance optimization

Data and Analytics: A/B testing, experimentation, event tracking, analytics pipelines, metric instrumentation

Storage: SQL, NoSQL

WORK EXPERIENCE

Volley Games — Senior Software Engineer (Hub Team) | 2024–2025

Early engineer on a newly formed team responsible for a multi-device, multi-platform rewrite of the company's TV games platform. Owned foundational systems spanning app performance, experimentation, and analytics while collaborating closely with Product, Data, and Platform teams.

- Owned technical design and delivery of foundational FireTV application components, defining architecture, rollout strategy, and cross-team interfaces to support long-term experimentation and growth optimization.
- Led a cross-functional initiative to address app load-time regressions during initial rollout, reducing startup times by over 60 percent and increasing trial signup conversion by 34 percent.
- Re-architected asset delivery and experimentation flows for the Roku app, enabling non-engineering teams to ship experiments independently without code deployments.

- Led a multi-quarter effort to revamp a core backend service powering the company's highest-traffic game, mentoring junior engineers and improving reliability, scalability, and content freshness.

Amplitude — Senior Software Engineer (Growth) | 2023–2024

Senior product engineer in the Growth organization focused on building out Product Led Growth funnels, metrics, and analytics specifically for new self-service user acquisition and activation initiatives.

- Served as primary engineering partner on onboarding overhaul efforts, supporting experimentation through controlled A/B testing.
- Owned all technical and architectural decisions for the Shopify PLG expansion, deliberately constraining scope to enable rapid iteration, low operational overhead, and clear success metrics.
- Designed and shipped a production-ready Shopify application in full-stack TypeScript capable of scaling to all Shopify-originated user sessions.
- Drove Shopify app's MVP definition, prioritization, and stakeholder communication across Product, Design, and Executive leadership.

Discord — Senior Software Engineer | 2021–2023

Autonomous senior engineer owning user engagement initiatives across web, desktop, and mobile surfaces. Notable projects I was a part of launching are Discord Quests, Discord U, and Discord Home feeds.

- Designed and shipped full-stack, continuously integrated features serving Discord's global user base.
- Led short-cycle experimental projects from concept through evaluation, coordinating with Design, Data, and cross-team partners.
- Built scalable backend API systems in Python using Flask with strong guarantees around performance and reliability.
- Designed high-throughput data pipelines using Rust and Protocol Buffers to remove analytics bottlenecks.
- Mentored college interns and new grad hires supporting delivery of production features.

Scalable — Senior Software Engineer | 2019–2021

- Architected and delivered product experiments and features that drove more than 20 percent AOV growth and over 10 percent ARPV growth.

- Led cross-functional initiatives ranging from two to twelve weeks, establishing clear feedback loops and success metrics.

- Mentored engineers and helped define growth engineering best practices.

Scalable — Software Engineer | 2017–2019

- Built and scaled frontend and backend systems for a two-sided e-commerce marketplace using React, TypeScript, Node.js, and Express.

- Led efforts to decompose a monolithic REST service into targeted microservices while safely migrating production traffic.

Social Print Studio — Software Engineer | 2016–2017

- Owned and evolved the web version of a product customization app post-launch.

- Developed frontend features in Elm.js and maintained supporting Node.js and TypeScript APIs.

EDUCATION

Hack Reactor — Advanced Software Engineering Immersive | 2016

University of California, Santa Barbara — Bachelor of Arts in Physics | 2010–2014