

Bryan Jadot

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Engineering Manager, looking to build iterative, product engineering teams that are laser focused on solving real user problems.

Job Experience

Engineering Manager, Dropbox (2016 - Present)

- Assistant (April 2018 – June 2019) — Ran a full-stack team (4 FE, 5 BE, 1 ML) accountable for the surfaces users first see when they interact with Dropbox on Desktop and Web, including the Dropbox Tray and the logged-in homepage. This team also leveraged ML to build our new Personalization experiences that help users get back to their content faster. The team increased opens on Web Home by 30%, shipped a full redesign of Desktop Tray including new ML powered features, improved Web Home performance from >6s to 2.7s (p75 TTI) and developed the new process used by product and intelligence to build personalization features. I personally hired ~10 engineers, including a staff engineer. I also coached my engineers through many promotions and grew one into an EM.
- Home & Notifications (March 2017 – April 2018) — Managed the Notifications team through a tricky reorganization, which required me to develop a new organizational structure for notifications at Dropbox.
- Home (August 2016 – March 2017) — Built a team of 6 engineers to create a new logged-in homepage for our website and mobile app. Increased web engagement by 2% and created a flexible platform for other teams to expose Dropbox content to users that go beyond files (e.g. Paper docs, Slack messages).
- FasTrak (April 2016 – August 2016) — Managed a growth team that increased the rate of subscription to our free team offering by 8x and the conversion from our free to paid offering by 2x.

Senior Software Engineer, Dropbox (2015 – 2016)

- Recents (2015- 2016) — Tech Lead for a team of 7 engineers who built the Dropbox Recents product. This product shows users' recent file activity in their Dropbox in aggregated, smart ways on web and mobile. Mentored engineers, drove architectural strategy, ran team process and maintained high code quality.

Software Engineer, Dropbox (2013 – 2015)

- File Comments — Tech Lead for a team of engineers that built the first version of File Commenting. This product allows Dropbox users to leave comments on their files and photos that are viewable on web and mobile. Team eventually grew to 4 engineers.
- FileObj — Led the effort to build FileObj, a framework built on top of infra our client team built to secretly embed unique tags inside of files. The FileObj architecture gives a file a persistent ID across all file operations (e.g. saves, renames, moves). Now used to power almost all major products at Dropbox.
- Early Access — Developed our Early Access page, which allows Dropbox Business customers to get beta access to features under development. Used as a key step in unrolling around 10 new Dropbox products.
- Two Account Web — First engineer to do major rewrite of Dropbox web infrastructure to support having two accounts logged into the website at a time. Around 1000 pages were rewritten to support this new model.

Software Engineering Intern, Dropbox (2012) – Used machine learning to partially automate the job of our Technical Support Engineers by creating a program that intuits the meaning of help tickets and suggests a response.

Software Engineering Intern, Facebook (2011) – Worked in the Commerce Experience group, which developed the front-end of Facebook Credits.

Education

California Institute of Technology (2013), BS with Honors – Computer Science

Technical Skills

- Python, Java, C#, Coffeescript, Javascript, ReactJS, LUA, Go, HTML, CSS, Java API, Agile workflows, JIRA