Graydon Pleasants

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Monstarlab
2021 - Current

ENGINEERING DIRECTOR

Management: Leading an amazing and talented group for Monstarlab Americas. Working to hire, plan and staff projects, while investing deeply into people development and mentorship. Responsible for code-reviews and quality of delivery across web engineering.

Individual Contributor: Technical lead on key client projects. Responsible for creative concepting, presenting ideas and engaging with stakeholders to plan their development cycles while solving core business problems.

Monstarlab
2020-2021

ENGINEERING MANAGER

Management: Led web hiring for Monstarlab Americas and allocated staffing resources. Created weekly internal tech talk series to cultivate knowledge sharing and increase collaboration between different departments. Gave opportunities for team members to present which resulted in improving the engineering culture within a mostly remote team.

Individual Contributor: Technical lead on client projects. Led concepting workshops and presented ideas to key stakeholders. Resposible for tech delivery and participating in architecture, research and code-reviews.

Fuzz
2019-2020

TECH LEAD - WEB

Presented to clients and stakeholders on the technology side of each project. Full-Stack individual code contributor on many projects as well as allocating resourcing for other projects in the agency.

Wirewax
2017-2019

CREATIVE SOFTWARE DEVELOPER

Focused on elevating interactive video development for the web-based startup . Built award winning projects while helping to recruit a talented team of creative engineers.

SapientRazorfish
2015-2017

SENIOR CREATIVE ENGINEER

Responsible for architecture, development and responsive testing for beautiful sites and web-apps. Advocated for internal innovation at SapientRazorfish NYC.