

STEVE ANDERSON

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PROFESSIONAL EXPERIENCE

Starbucks, *Senior Front End Software Engineer - Menu Engineering*
Seattle, WA

September 2024 – Present

- Developed and maintained SignageBuilder, the platform powering dynamic digital menu boards in thousands of Starbucks locations worldwide, enabling real-time updates and seasonal campaign rollouts
- Partnered with product, design, hardware, data, and business teams to ship features that improve the in-store customer experience at massive scale
- Built analytics directly into menu screens, connecting the dots between marketing spend, promotions, and in-store sales, giving the business clear insight into what was driving results
- Introduced a system for safely releasing new features to a small percentage of stores first, enabling gradual rollouts and instant rollback without disrupting live locations
- Delivered polished, on-brand menu templates for major product launches, meeting Starbucks' strict design and quality standards
- Tech stack: React, C#, Azure Functions, Kubernetes, NX, signageOS, DataDog

LawGoat, *Lead Software Engineer, Mobile & Web*
Bellevue, WA

February 2024 – September 2024

- Led development of LawGoat's mobile app and web platform, building an AI-powered chat experience that helped people find the right lawyer and manage their legal matters from start to finish
- Built a custom matchmaking algorithm to pair clients with the right attorney based on their case details, making legal help more accessible and less intimidating for everyday people
- Shipped the company's first App Store and Google Play releases, owning everything from development through CI/CD pipelines, app store submissions, and post-launch user feedback
- Worked closely with designers and product stakeholders to deliver high-impact features quickly in a fast-moving startup environment, contributing across development, QA, and deployment

Disney+, *Senior Software Engineer - Marketing Technology*
San Francisco, CA

September 2019 – August 2023

- Built Cannonball from the ground up, Disney's internal content management system used by marketing teams to create, preview, and publish web pages for Disney+, Hulu, and ESPN+, growing the platform and the engineering team to support global markets and millions of subscribers
- Worked across the full stack on both front-end and back-end systems, mentoring and managing junior engineers as the team scaled
- Delivered the features that made marketers self-sufficient: a live preview so teams could see exactly what they were publishing, scheduled publishing, multi-language support for international markets, and instant rollback if something went wrong
- Built a multi-tenant architecture with role-based access controls and guardrails so Disney, Hulu, and ESPN+ teams could each manage their own content independently without risk of affecting one another
- Built a CLI tool to automate data management and environment tasks, and maintained full test coverage to keep every deployment reliable
- Tech stack: Vue.js, Node.js, Express, MongoDB, TypeScript, AWS, Docker

Marketplace News, *Associate Software Engineer*
Los Angeles, CA

January 2017 – May 2018

- Maintained and improved the Marketplace.org website, keeping the site stable and fast for the millions of readers and listeners who rely on it for business news
- Added Amazon Alexa support so listeners could get Marketplace news briefings on their smart speakers at home, expanding the show's reach to a new platform

Shippter, *Software Engineer Intern*
Santiago, Chile

February 2015 – August 2015

- Built a web app from scratch at a freight-forwarding startup that let businesses browse and book international shipping routes online, replacing a process that had previously been done manually
- Selected as part of Startup Chile, a prestigious government-backed accelerator, working directly with the founding team on product strategy and delivery

EDUCATION

University of Southern California, Los Angeles, CA
B.S. Computer Science & Business Administration

August 2012 – May 2016

Interdisciplinary degree combining computer science and business, split between USC's Viterbi School of Engineering and Marshall School of Business. Coursework spanned software development, data structures, and systems, alongside finance, marketing, and organizational behavior.

Columbia University, New York, NY
Artificial Intelligence and FinTech Certificate

December 2023 – July 2024

Six-month program at Columbia Engineering covering machine learning, AI, and financial technology. Built hands-on models for algorithmic trading, risk management, and natural language processing using Python, TensorFlow, and Keras.

App Academy, San Francisco, CA
Full Stack Software Engineering Bootcamp

November 2018 – July 2019

Intensive full-stack bootcamp focused on building real-world web applications from the ground up, covering both the front-end interfaces users see and the back-end systems that power them.

Universidad del Desarrollo, Santiago, Chile
Study Abroad, Business Entrepreneurship

February 2015 – August 2015

Studied entrepreneurship and business through USC's Marshall School of Business while living and working in Santiago. All coursework completed in Spanish.

TECHNICAL SKILLS

Languages: TypeScript, Python, Ruby, C++, Java, Swift

Frontend: React, React Native, Vue.js, Next.js, Redux

Backend: Node.js, Express, C#, GraphQL

Cloud & DevOps: AWS, Azure, Docker, Kubernetes, Git, CI/CD, DataDog

Databases: MongoDB, PostgreSQL

AI & ML: TensorFlow, Keras, scikit-learn, Pandas, LLM integration

Testing: Test-driven development, Jest, end-to-end testing

INTERESTS

Aviation (private pilot), skiing, tennis, golf