

# Sean Yalda

## Staff Full-Stack Engineer

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## Staff engineer driven to compress **complexity** into **clarity** across **AI systems** and platform **infrastructure**.

Twelve years architecting enterprise platform infrastructure, AI-augmented pipelines, and education-sector products. I built and shipped a production LLM orchestration system (LangGraph.js, Vertex AI, TypeScript) that compresses hours of analyst investigation into minutes, and was a founding engineer at PlayVS, scaling it from MVP through a \$50M Series C. Deep backend expertise — authentication, data models, content delivery — extended to full product ownership including UX and frontend. I hold a U.S. patent in augmented reality and have served as an adjunct university lecturer.

## EXPERIENCE

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### Senior Software Engineer, Sayari

Los Angeles, Remote · Nov 2021 – Present

- Architected and built a production AI orchestration platform from the ground up (LangGraph.js, Vertex AI, TypeScript), coordinating multi-stage investigative workflows across Elasticsearch, BigQuery, and Memgraph; compressed hours of analyst work into minutes and won the 2026 company AI hackathon.
- Designed and delivered a bulk user provisioning and authentication system (Auth0, HubSpot, Salesforce), automating free-trial creation and saving the sales team hundreds of hours while generating thousands of qualified leads.
- Led company-wide Mixpanel analytics strategy across 100+ instrumented metrics; established data governance ensuring every PRD defined success metrics before development began.
- Co-built Sayari Map, a supply chain risk and geospatial visualisation product, as one of three engineers — concept to MVP in under six months, opening an entirely new customer segment.
- Mentored engineers who now own full product domains; represented engineering in COO-level cross-functional discussions across security, infrastructure, and data teams.

### Web Development Manager · Founding Employee, PlayVS

Los Angeles · Jan 2018 – Apr 2021

- Joined as the first employee alongside CEO Delane Parnell; helped raise the seed round with Science Inc., designed the MVP, and produced pitch decks for the \$15M Series A.
- Led product engineering as Technical Product Manager through the \$30M Series B; drove growth engineering during the \$50M Series C, scaling from zero to tens of thousands of student users nationally.
- Architected a headless CMS content platform (Prismic) enabling marketing to publish independently of engineering; reduced content publication cycle time by 60%.
- Owned end-to-end: designed the UX and built the platform MVP (Next.js SSR) integrated with the league engine via REST API; led a team of four engineers.

### Software Engineer · Open Source, GraphQL Blueprint

Los Angeles · Jan 2021 – Nov 2021

- Built an open-source tool to auto-generate GraphQL schemas, queries, and mutations plus SQL/NoSQL build scripts; adopted by several hundred engineers, ~50% exporting generated boilerplate directly.
- Implemented parsing algorithms for deeply nested typed code generation without blocking the main thread; Jest coverage and CI/CD to AWS EC2 via CircleCI.

### Tech. Product Manager & Engineer, FACINGS, Inc.

Los Angeles · Apr 2021 – Feb 2022 (Part-time)

- Designed and built a Shopify-style SaaS dashboard (Next.js, Redux, Node.js) enabling NFT creators to configure, publish, and manage collections without engineering intervention.

- Architected an on-demand NFT asset creation API on the WAX blockchain, enabling new asset types to be defined through the UI without code changes.

## Earlier Experience

2014 – 2017

- **UX/UI Engineer, Pitch Black Media:** built web applications for the University of Michigan, Michigan Science Center, and City of Detroit; reusable WordPress architecture cut client dev time by 33%.
- **Web Development Manager, Dandelion:** designed and built the City of Detroit home auction platform end-to-end; \$60K build, \$2M+ revenue in six months, still operational.
- **Adjunct Lecturer, Oakland University:** designed and delivered a 160+ hour curriculum for DES330 Advanced Web Design, mentoring 15 students.

## SELECTED WORK & RECOGNITION

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### AI Orchestration Platform

Sayari · Sole architect

LangGraph.js, Vertex AI, Anthropic API

### GraphQL Blueprint (Open Source)

OSLabs · Used by hundreds of engineers

### BreakingChanges.ai (Open Source)

HYWN · Used by hundreds of engineers

### U.S. Patent — Augmented Reality for Printed Books

USPTO · Jul 2016

### 1st Place, Sayari AI Hackathon (2026)

Cultural Award Nominee (2025) · 1st Place, Detroit Startup Weekend (2014)

## TECHNICAL SKILLS

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**AI & Orchestration:** LangGraph.js, Vertex AI, Anthropic API, OpenAI API, agent orchestration, multi-stage agentic pipelines, Langfuse, DeepEval

**Backend & Infrastructure:** Node.js, PostgreSQL, MongoDB, GraphQL (Apollo), Docker, GCP, AWS (EC2, S3, RDS), Auth0, OAuth, SSO, RBAC, JWT, Elasticsearch, BigQuery, Memgraph, Snowflake, CI/CD (CircleCI)

**Frontend & Full Stack:** TypeScript, JavaScript (ES5+), React.js, Next.js (SSR), Redux, Rx.js, TanStack React Table, React Query, Zod, io-ts, Webpack, Turbo

**Data & Methods:** Mixpanel, OpenTelemetry, HubSpot, Salesforce, Falcor API, SQL schema design, Information Architecture, UX/UI Design, Agile/Scrum, TDD (Jest), Technical Product Management

## EDUCATION

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### Codesmith

Software Engineering Immersive

### Grand Circus Detroit

Dynamic Web Design · 2013

### Art Institute of Detroit

Design

### Oakland Community College

Fine Arts, Illustration & Design · 2012