Sean Mooney

Engineering Leader

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Engineering Leader with 10+ years of experience scaling design and platform systems for 200+ engineers. Sustained 100% voluntary retention and an average 4-year tenure at Squarespace while accelerating organization-wide migrations from 6 months to 6 weeks using AI-driven tooling. Proven track record of growing senior talent and delivering large-scale platform rewrites with zero regressions.

Squarespace | **Engineering Manager, Frontend Platform** | New York, NY | October 2020 – Present

Lead the Frontend Platform organization (Design Platform, Accessibility, and Core Frontend) used by 200+ engineers across 30+ product teams.

- Sustained 100% voluntary retention and an average 4-year tenure for a 10-person organization of Staff and Senior engineers by fostering a high-trust culture and prioritizing long-term career growth.
- Accelerated the migration of core text and action components across 30+ product teams from a 6-month estimate to 6 weeks by implementing AI-powered code transformation tooling and automated accessibility testing.
- Achieved a 75% adoption rate of new design system versions within 30 days across the organization by standardizing the release pipeline and strengthening automated validation.
- Direct the strategy and roadmap for the frontend platform, balancing long-term infrastructure investments with product delivery across Engineering, Product, and Design leadership.
- Lead company-wide accessibility engineering initiatives, embedding WCAG compliance into shared components and engineering practices.

Lifion, By ADP | **Multiple Roles** | New York, NY | July 2014 - September 2020

Lifion (now Lyric) is a metadata-driven software development platform powering next-generation ADP products.

Director of Engineering / Engineering Manager, Frontend Platform & IDM | September 2016 - September 2020

- Eliminated redundant engineering efforts across 3 product lines by architecting a unified UI framework and shared tooling suite, standardizing interface patterns for a 16-engineer organization.
- Directed three specialized teams totaling 16 engineers by managing through senior leadership and technical leads, ensuring high-quality delivery across various platform-centric products.
- Stewarded organizational planning processes (OKRs) to ensure team output remained aligned with broader corporate objectives.
- Managed the integration of AWS cloud-native architectures (SQS, Kinesis, DynamoDB, S3) to ensure scalable and fault-tolerant UI infrastructure.
- Conducted over 700 technical and leadership interviews, upholding rigorous hiring standards for IC and management roles.

Lead / Senior Engineer | July 2014 - September 2016

- Built and led a new UI team of 6 engineers; pioneered React adoption and containerization of UI services to improve developer velocity and reliability.

BrandWizard / Interbrand | **Senior UI Engineer** | New York, NY | September 2013 - July 2014

Led frontend development for brand and asset management applications, partnering closely with product, design, and backend teams to modernize UI architecture and reduce reliance on closed-source tools.

Everyday Health Inc. | **Senior Front End Engineer** | New York, NY | January 2012 - September 2013

Developed and maintained frontend systems across multiple high-traffic properties, contributing to company-wide technical decisions and shared UI standards.

Early Career – Front End Engineer & Designer | New York, NY | 2008 - 2012

Delivered frontend engineering and design for agency and freelance clients across web applications, marketing sites, and early product prototypes.

Technologies & Platforms

Leadership & Operations: OKR Planning, High-Volume Hiring (700+ interviews), Cross-Functional Strategy, 100% Retention Management, Async-first Culture, Mentorship & Coaching.
Cloud & Infrastructure: AWS (S3, DynamoDB, CloudFront, SQS, Kinesis), GCP
Frontend: React, TypeScript, JavaScript, Web Standards, Accessibility (WCAG)
Backend & Services: Node.js
Developer Tooling & Platforms: CI/CD, Cloud-native architectures, Design Systems

Education

Parsons School of Design | 2004 - 2008

Design and Technology BA Program. Concentrated on interactive design and programming by designing software using Flash, Processing, and early web 2.0 technologies.