

# Sean Wylie

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## ENGINEERING LEADER • BUILDER OF TEAMS AND COMPLEX SYSTEMS

From Global Cloud Infrastructure to Founder-Led Innovation

### EXECUTIVE SUMMARY

Engineering and technology leader with 20+ years building and scaling high-performing organizations across enterprise cloud infrastructure, security-critical systems, data platforms, and large-scale consumer products. Led 20+ person teams at AWS delivering globally adopted cryptographic services, scaled multi-layer organizations of 60+ at Nickelodeon Virtual Worlds, and directed complex platform transformations at Riot Games. Combines strong organizational leadership with hands-on technical fluency across architecture, AI-adjacent systems, DevOps, compliance frameworks, and operational excellence. Founder-operator who applies enterprise-grade engineering discipline, infrastructure-as-code, observability, and structured release management within fast-moving product environments.

### SELECTED ACCOMPLISHMENTS

#### Enterprise Cloud Security Leadership

Led launch of AWS Key Management Service (KMS), contributing to 66%+ enterprise adoption of AWS.

#### Organizational Scaling

Built and led organizations ranging from 12 to 60+ engineers, including director-level reports.

#### Platform Transformation

Directed consolidation of 30+ services at Riot Games, transitioning teams into greenfield initiatives.

#### Hypergrowth Infrastructure

Scaled Webkinz to 20M+ users, designing backend systems for millions of concurrent users.

#### Founder-Level Technical Execution

Architected production mobile + AWS platform with infrastructure-as-code, CI/CD, and observability.

### PROFESSIONAL EXPERIENCE

#### Wise Kids Studios — Toronto, ON

##### Founder | Dec 2024 - Present

Founded and built a mobile-first product ecosystem from concept to launch, applying enterprise-grade engineering, security, and operational practices within a solo founder environment.

- Architected and implemented a production mobile application with AWS backend infrastructure, leveraging infrastructure-as-code, CI/CD pipelines, automated testing, observability dashboards, alerting, and structured operational runbooks.
- Designed scalable cloud architecture and cost-governed deployment strategy, incorporating security best practices and monitoring discipline typically found in large enterprise environments.
- Owned full product lifecycle: technical architecture, engineering, product strategy, UX direction, compliance considerations, app store deployment, and marketing execution.
- Established mature operational processes including incident management workflows, environment gating, release discipline, and performance monitoring prior to public launch.
- Applied cross-domain expertise spanning security, AI integration, product development, data strategy, and user experience to deliver a cohesive and technically rigorous platform.

#### Riot Games — Los Angeles, CA

##### Senior Software Engineering Manager | Oct 2022 - Dec 2024

Led a ~20-person engineering organization through large-scale service divestiture, product deprecation, and greenfield platform initiatives within a complex, multi-product ecosystem.

- Directed the structured divestiture and consolidation of 30+ services, aligning engineering, product, and stakeholders to ensure operational continuity while deprecating legacy systems.
- Partnered with Product leadership to define roadmap priorities, balancing cost reduction, platform sustainability, and new initiative investment.
- Centralized services and restructured team allocation, relocating 90% of engineers into new strategic initiatives while maintaining morale and delivery continuity.
- Established technical and cultural foundations for greenfield initiatives, setting architecture direction and delivery standards for long-term scalability.

**Amazon Web Services (AWS) — Seattle, WA**  
**Software Development Manager | Sep 2014 - May 2019**

Led a 20+ person engineering organization delivering security-critical cloud services and robotics simulation infrastructure within AWS. Owned service strategy, execution, and operational excellence for globally distributed enterprise systems.

- Directed the launch of AWS Key Management Service (KMS), enabling secure cryptographic key management at global scale and contributing to 66%+ enterprise adoption of AWS, supporting up to 100K customer-managed keys per account per region.
- Contributed to the development of AWS RoboMaker, integrating ROS/Gazebo with AWS microservices to deliver scalable cloud-based robotics simulation infrastructure validated by NASA.
- Applied FedRAMP, GDPR, and enterprise compliance frameworks to support regulated finance and healthcare customers.
- Drove service reliability and operational maturity initiatives, reducing incident response times and strengthening production resilience across distributed systems.
- Hired and developed high-performing engineers and managers, establishing strong engineering culture and delivery discipline within a fast-scaling organization.

**Riot Games — Santa Monica, CA**  
**Engineering Manager, Big Data | Jul 2012 - May 2014**

Led a 12-person engineering team responsible for building and operating Riot Games' internal data platform, supporting 25+ business analysts and enabling real-time analytics across game development and player operations.

- Expanded the company's data ecosystem through self-service ingestion pipelines and scalable analytics infrastructure, accelerating access to game telemetry and business insights.
- Delivered real-time data solutions to support player behavior tracking, engagement optimization, and live operations decision-making.
- Founded the Data Community of Practice, establishing engineering and analytics standards and promoting a data-driven culture across product and business teams.
- Partnered with stakeholders across game, operations, and business functions to prioritize platform capabilities and improve data reliability and accessibility.

**Nickelodeon Virtual Worlds — Glendale, CA**  
**VP, Technology | Aug 2008 - May 2012**

**Aug 2008 - May 2012**

Led a 60+ person technology organization across engineering, QA, technical writing, and vendor teams, with three directors reporting directly into the role. Owned end-to-end technical strategy and execution for multiple large-scale online platforms including Neopets, Monkey Quest, and Petpet Park.

- Defined and executed technical architecture strategy across multiple large-scale live platforms, balancing greenfield development with integration into centralized MTV/Viacom infrastructure.
- Led cross-studio coordination and enterprise infrastructure alignment to ensure scalable, supportable shared services across products.
- Built and managed a 60+ person multi-layer engineering organization, including director-level reports, while maintaining high delivery standards across distributed teams.
- Implemented CI/CD modernization initiatives, reducing deployment times by 40% and increasing engineering velocity.
- Designed a unified backend framework for virtual worlds, reducing new product development timelines by 50% and improving platform reuse and operational sustainability.

**Webkinz — Toronto, ON**  
**IT Director, Development | May 2005 - May 2008**

Built and scaled the technology organization for Webkinz from a 7-person startup team to a 30+ engineering, QA, and technical writing organization during rapid global expansion. Owned full-stack platform architecture, infrastructure, and technical execution across product and operations.

- Led platform scaling from launch to 20M+ registered users within three years, supporting peak traffic exceeding 3M unique visitors during rapid global expansion.
- Architected and optimized scalable backend systems and database infrastructure to support millions of concurrent users and sustained live operations.
- Established engineering processes and operational discipline during hypergrowth, enabling reliable feature delivery under accelerating adoption.
- Partnered with product leadership to shape roadmap and engagement strategy, contributing to sustained user growth and monetization.

**EDUCATION**

**Bachelor of Science** - Seattle Pacific University

**Digital Media Design Diploma** - International Academy of Design