

Sean Wylie

818.800.1164 • sean.paul.wylie@gmail.com • 250 Queen's Quay W, Toronto, ON, M5J 2N2, Canada • Open to Remote • Open to Relocate • Open to Hybrid • [LinkedIn](#) • [Portfolio](#)

DIRECTOR, SOFTWARE ENGINEERING | SR SOFTWARE ENGINEERING MANAGER

Driving innovation in cloud architecture, game development, and emerging technologies

Visionary technology executive is known for leading gaming, cloud services, cryptography, and robotics innovations. Adept at aligning technology strategy with business objectives, optimizing engineering processes, and implementing security best practices. Passionate about fostering a culture of collaboration, continuous learning, and technical excellence. Positioned for roles of increased scope and responsibility based on an ability to develop high-performing teams, architecting emerging technology solutions, and deliver transformative products that shape industries.

Selected Accomplishments

- Cloud Security & Cryptography: Led the launch of AWS Key Management Service (KMS), enabling secure cryptographic key management and enterprise adoption of AWS.
- Robotics & AI: Built Amazon Web Services (AWS) RoboMaker, a cloud-based robotics simulation platform validated by NASA for Mars Rover simulations.
- Gaming & SaaS Product Innovation: Directed technology teams for Neopets, Webkinz, and Monkey Quest, pioneering large-scale online gaming experiences.
- Strategic Divestitures & Leadership: Managed the divestiture of 30+ services at Riot Games, ensuring seamless transitions and team placements.

PROFESSIONAL EXPERIENCE | KEY ACHIEVEMENTS

Wise Kids Studios LLC, United States

Dec 2024 - Present

Founder, Los Angeles

A children's entertainment brand creating innovative storytelling experiences with eco-friendly plush toys.

- Developed interactive storytelling with animations and ecological themes, seamlessly integrating physical plush toys with digital content through QR code-based unlocks.
- Created a nine-book series addressing critical environmental themes (water conservation, climate change, etc.).

Riot Games, United States

Oct 2022 - Dec 2024

Senior Software Engineering Manager, Los Angeles

A global leader in video game development and publishing, known for League of Legends and VALORANT. Managed the divestiture of 30+ services, ensuring seamless transitions through comprehensive documentation and stakeholder alignment; centralized services and relocated 90% of engineers to add efficiency.

- Established and scaled the engineering organization for a new initiative, setting the technical and cultural foundation for long-term success.
- Transitioned nine engineers to new internal roles and amicably placed 4 contractors, maintaining high morale.
- Drove cross-functional roadmap alignment, bridging technical and business needs for optimal impact.

Amazon Web Services (AWS), United States

Sep 2014 - May 2019

Software Development Manager, Seattle

A subsidiary of Amazon, providing cloud computing solutions and infrastructure services. Led the launch of AWS Key Management Service (KMS), enabling secure cryptographic key management and a 66.35% enterprise adoption rate of AWS, supporting up to 100K customer-managed keys per account per region.

- Played a key role in the development of AWS RoboMaker, integrating ROS/Gazebo with AWS microservices for cloud-based robotics simulation.
- Applied security and compliance frameworks (FedRAMP, GDPR) to support finance and healthcare customers.
- Optimized operational processes, reducing incident response times, and improving system reliability.

Riot Games, United States

Jul 2012 - May 2014

Engineering Manager, Big Data, Santa Monica

A global gaming company delivering immersive player experiences across multiple platforms. Expanded Riot Games' data ecosystem by leading self-service data ingestion and analytics initiatives, enabling real-time insights and data-driven decision-making across game development.

- Founded the Data Community of Practice, ensuring best practices and a data-driven culture.
- Led the development of scalable data solutions for real-time game analytics and player behavior tracking, optimizing engagement and decision-making.

NICKELODEON VIRTUAL WORLDS, United States
VP, Technology, Glendale

Aug 2008 - May 2012

A division of Nickelodeon focused on interactive gaming and online communities. Led technology and QA teams for Neopets, Monkey Quest, and Petpet Park, piloting online gaming experiences.

- Collaborated with MTV and Viacom's platform and infrastructure teams to align product development with enterprise systems, leveraging internal talent and existing technologies for supportable solutions.
- Implemented CI/CD pipelines, reducing deployment times and improving engineering efficiency by 40%.
- Developed a unified backend framework for virtual worlds, cutting development time by 50% and enhancing cross-platform integrations.
- Advocated for and created full-time engineering and QA positions, stabilizing staff retention at 80%.

WEBKINZ, Canada
IT Director, Development, Toronto

May 2005 - May 2008

A leading online gaming company specializing in children's entertainment. Influenced and built Webkinz, transforming it from a niche platform into one of the top three children's online communities globally, scaling to millions of users.

- Led infrastructure migrations and database optimizations, ensuring stability for millions of concurrent users.
- Created innovative user engagement strategies to sustain player retention and grow monetization.

Additional Competencies

Cloud and Software Development

Cloud Architecture (AWS, GCP), SaaS & PaaS Development, Software Development, Emerging Technology

Leadership and Management

Engineering Leadership & Talent Development, DevOps & Agile Methodologies, Product Innovation & GTM Strategy

Data and Analytics

Business Intelligence & Data Analytics, AI & Machine Learning

Security and Compliance

Cryptography & Security (FIPS 140-2, GDPR, SOC 2)

Game and Interactive Development

Game Development, Robotics & IoT

EDUCATION | TRAINING & CERTIFICATIONS | METHODOLOGIES

Bachelor of Science (BS) Equivalency, Seattle Pacific University

Digital Media Design Diploma, International Academy of Design

Methodologies, Scrum, Agile, Waterfall, Kanban, Scrumban, Lean, TDD, XP