

Zack Haigh

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A self-taught Product Engineer with 10+ years of experience innovating native, web, and OTT apps for household-name social media, streaming, and video conferencing companies. Blends engineering, design, and video expertise to produce highly performant, user-empathetic experiences. Seeking the next professional challenge as a Staff Product Engineer who constructs impactful platforms, UI frameworks, and features for an AI frontier lab.

WORK EXPERIENCE

Netflix

2024 – 2026

Senior Software Engineer

Remote

- Designed, tested and orchestrated the development of a shared playback WebSockets client, currently serving 100% of logging and 30% of playback traffic across TV and Web players.
- Contributed to a migration from Webpack to Rspack, reducing cold start time by ~430ms, and TTR by ~500ms
- Built and tested prototype technologies (low latency second screen controller, RAG Oncall Runbook factory, agentic workflow tooling)

TikTok

2023 – 2024

Senior Software Engineer

Bellevue, WA

- Produced the US In-app Seller Video Analytics frontend, achieving a 10% increase in penetration rate.
- Owned the entire UI & navigation overhaul for a 10+ region project across three apps, advising senior leadership on risks, opportunities, and feasibility, and overseeing a team of designers, engineers, and product managers on its execution.
- Reduced the Analytics bundle size by 40% by largely eliminating redundancies and inefficiencies

JW Player

2019 – 2022

Senior Frontend Engineer

Remote

- Innovated and maintained features for a product with 2.7bn unique monthly users and wrote and maintained high-performance ES6 Javascript Modules and LESS styles.
- Made monumental open-source contributions, including the AAC and MP3 demuxers for HLS.js, and developed & managed jwplayer-react.
- Identified and repaired a long-standing closed captioning bug during Univision's Live Champion's Cup stream.
- Won first place, competing as an individual, at a company-wide hackathon with 200+ participants for a client-side clipping feature that leveraged ffmpeg.wasm for processing video, enabling customers to customize clip length and watermarking at no server-side cost.

GreenSlate

2016 – 2018

Frontend Engineer

New York, NY

- Owned entire frontend SDLC, re-architected JS application in a two-week sprint to enforce and implement visual style guide adjustments across a major rebrand, and established cross-functional UI & design libraries.
- Achieved a 94% increase in scrolling frame rate and an 83% reduction in interaction latency by conducting an in-depth analysis of product quality and performance issues as the lead on a one-month tech debt initiative.

SKILLS

Technologies: JavaScript/TypeScript | HTML5 | CSS | LESS | SASS | React | HLS | WebRTC | MSE | QUIC | FFmpeg | Mocha/Chai | Sinon | Jest | BrowserStack | PWA | Node.js | Git | Webpack | DataDog | AMP | Socket.IO | Adobe CC

Expertise: Frontend Engineering | User Interfaces | Web Applications | Video Engineering | Library Engineering | Tech Leadership Performance & Scalability | CX | Functional Programming | Micro-frontends | Data-Driven Storytelling | Music Production

Interpersonal: Leadership | Cross-Cultural Communication | Public Speaking | Cross-Disciplinary Dialogue | Mentorship & Coaching | Creative Problem-Solving | Remote Team Management | C-Suite Advisory