

PAUL OSETINSKY

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Backend/DevOps engineer and creative technologist focused on building innovative applications around generative media. Proven track record architecting robust and flexible software for games, fintech, and art.

TOOLKIT

Ruby, JavaScript, Golang, Python, Solidity, Shell, HTML/CSS, C#, Unity, Swift/Xcode, AWS, databases, CI/CD, Figma (design), Processing/SuperCollider (art/music), LLMs (fine-tuning, meta-prompting)

EXPERIENCE | New York, NY

1,989 Sisters | Engineer & Partner | Aug. 2021 – Present

As sole engineer, co-launched an NFT collaboration with \$7m in total sales volume. Worked closely with the artist to build systems for converting physical art snippets into digital collage; implemented art algorithms; wrote smart contracts using lazy minting to save self-funded team \$100k in ETH gas fees.

Upward | Founding CTO | Feb. 2021 – Feb. 2024

Lead development of a tax app for self-employed individuals with various income streams. Plaid integration for syncing financial accounts, LLMs for normalizing and surfacing important transaction data, and April for enabling precise and real-time tax estimation to help users uncover hidden tax savings.

Dots | Staff Engineer | Jul. 2017 – Dec. 2020 (promoted from Senior in Jun. 2020)

Led team of 8 to manage the backend and infrastructure engineering for numerous services and millions of users. Latest service utilized ML models to predict user spend for dynamic ad display, boosting revenue by \$60k/mo. R&D for using GANs in puzzle creation. Take-Two acquired Dots for \$192m in 2020.

Vimeo | Senior Software Engineer | Dec. 2015 – Jul. 2017

Led the development of key features enabling video creators to establish subscription-based channels.

Treatings | CTO & Co-founder | Mar. 2012 – Nov. 2015

Built an iOS app integrated with LinkedIn to facilitate in-person networking and job lead generation.

BlackRock | Analyst | Sep. 2010 – Mar. 2012

Developed backend solutions with Aladdin to monitor risk analytics for institutional insurance portfolios.

PROJECTS

Riddler: Autonomous word game that uses path finding, agentic systems, and meta-prompting to synthesize and curate its own daily puzzles, clues, and images for a new type of casual gaming experience.

VBQ: video beat quantizer that syncs scene changes in a video to the beat of a provided audio file.

Awestruck: Server-driven system for real-time audio synthesis, streaming, and control of algorithmic music over the Internet. Applicable for human-AI collaborative music composition. Wrote algorithmic music with SuperCollider for live music performances.

EDUCATION

Dartmouth College | M.A. in Computer Music | 2008 – 2010

Full scholarship and \$30k fellowship for research and music composition. Teaching assistant for Music 9.

Vanderbilt University | B.Sc. in Economics | 2004 – 2008

Magna cum Laude, Phi Beta Kappa. Teaching assistant for Econ 100 and Econ 101.