

Joe Sandmeyer

Developer Relations / Developer Experience / Solutions Engineering

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Skills

Programming Languages: TypeScript, JavaScript, Python, C, C++, Objective-C, C#, SQL, Java (Android, J2ME), Pascal

Web & Cloud: React, Node.js, Cloudflare Workers (serverless edge), AWS, Elasticsearch

APIs & Integration: REST/JSON:API, OAuth 2.0, OpenAPI, webhook/event integrations, SDK design

Domains: Developer Relations, Solutions / Pre- & Post-Sales Engineering, Agentic AI, Vector Relevance Sorting, 3D graphics and game AI, mobile (iOS / Android), Web3 (wallets, identity, NFTs), POS / inventory integration, Project Management

Craft: Technical writing, sample code, code review, mentoring, cross-functional and offshore team leadership

Experience

Data Annotation, AI Model Trainer

- Diagnosed and reported flaws in AI generated code (part-time)
- Built small projects to challenge tool-using agentic AI models
- *Stack: Python, JavaScript*

Washington DC
Mar 2024 – present
2 years 4 months

Yellow Dog Software, Developer Relations Manager

- Guided third-party POS developers integrating with Yellow Dog's inventory platform via REST API.
- Authored and maintained external [developer documentation](#) and reference sample code.
- *Stack: C#, JavaScript, SQL*

Washington DC
July 2024 – Apr 2026
1 year 10 months

Vatom.com, Developer Relations Lead

- Owned [developer-facing documentation](#) and sample code for Web3 SDKs, APIs, and tooling covering identity, wallets, and 3D virtual spaces.
- Directly contributed to code repositories of enterprise partners enabling dozens of brand engagement campaigns reaching thousands of customers.
- *Stack: TypeScript, JavaScript, React*

Washington DC
Nov 2022 – July 2024
1 year 9 months

National Conference on Citizenship / Algorithmic Transparency Institute, Technical Project Manager

- Managed remote software work on ETL pipelines and the Junkipedia disinformation-tracking platform.
- Maintained [API documentation](#) for external developers.
- *Stack: Python, Ruby on Rails, Elasticsearch, AWS*

Washington DC
Feb 2022 – Jan 2023
1 year

Castle.io, Director of Developer Relations

- Led Developer Experience (SDKs, tools, docs, technical escalations) and pre/post-sales engineering for a bot/fraud detection platform
- Built Soc 2 controls and answered enterprise client InfoSec questionnaires.
- *Stack: JavaScript, Cloudflare Workers*

San Francisco, CA
Jan 2019 – Mar 2021
2 years 3 months

Fyber (acquired by [digitalturbine.com](#)), Head of Solutions Engineering, North America

- Built and ran Solutions Engineering teams in San Francisco and Beijing supporting ~10,000 publishers reaching ~1.2B monthly active users across 180 countries.
- *Stack: Objective-C (iOS), Java (Android)*

San Francisco, CA
Mar 2015 – Dec 2018
3 years 10 months

Quixey, Developer Relations, Technical Director

- Promoted the AppURL deep-linking standard
- Served as technical point of contact between clients and partners
- *Stack: JavaScript/jQuery front end prototypes for partners, web crawl & scrape tools*

Mountain View, CA
 July 2013 – Mar 2015
 1 year 9 months

GREE / OpenFeint, Director, Sales Engineering

- Integrated the OpenFeint mobile game backend SDKs into mobile games for partners
- Built and led a 10 person Sales Engineering team to promote and support SDKs used by thousands of developers in mobile games for over 100M end users.
- *Stack: Objective-C (iOS), Java (Android)*

San Francisco, CA
 Oct 2009 – Dec 2012
 3 years 3 months

Early Career

1986 – 2009
 23 years

- **AI & Systems Developer – Brainpool** (2007–2009): Natural-language-driven behavior AI for animated characters
- **Independent Contractor (Glu Mobile, Atlas Telecom Mobile, FingerTwitch, Sennari)** (2002–2007): Brew / J2ME mobile game development; gameplay and game AI
- **3D & Game AI Engineer – 3DO Company** (1997–2003): Gameplay, animation control, physics simulation, spatial DB, pathfinding, tactical maneuver control and behavioral AI across the *BattleTanx* trilogy, *High Heat Baseball*, *Army Men* , and two unreleased titles
- **CTO – Talkie, Inc.** (1997–2001): Built and led the founding engineering team
- **3D & Game AI Engineer – Virgin Interactive Entertainment** (1994–1997): 3D world builder, scripting engine, game AI (*Grand Slam* baseball)
- **Earlier roles** – Jostens Learning, Berkeley Systems (adaptive software for users with disabilities), *MacDraft*, 1986 (UI, rendering, and file serialization code)

Education

University of California, San Diego, Sociology, Computer Science, Philosophy

San Diego, California
 1979 – 1985

Languages

English

Native speaker

Spanish

Basic proficiency