Moriah Maney

Senior Software Engineer
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EXPERIENCE

Senior Software Engineer, The Walt Disney Company — Jul 2025 – Present

- Designed, built, and own the observability platform for the Chromecast receiver, taking it from no instrumentation to Datadog real-user monitoring, custom KPIs, dashboards, monitors as code, and on-call runbooks. Led the team's move from Sentry to Datadog.
- Migrated the ABC News Chromecast receiver into the company's unified multi-brand receiver and onto new streaming infrastructure, from the discovery doc through the shared playback SDK changes it depended on.
- Restructured playback telemetry so issues group by root cause, and ran live monitoring during major live sporting events.
- Sole owner of right-to-left language support across the Chromecast UI. Extended the shared component library so new languages ship without reworking each component.
- Proposed fixes for six friction points in the team's workflow. Replaced an outdated demo page with Storybook, and added pre-commit checks, static analysis, and coverage reporting.
- Owned release and build tooling for multi-brand deploys across a multi-repo TypeScript platform, and designed a phased plan to consolidate it into a single Turborepo and pnpm workspace.
- Led Datadog brown-bag sessions for several product teams, started a recurring design sync, and led a design review that aligned Chromecast with Disney's other living room devices.

Senior Software Engineer, Major League Baseball — Aug 2023 – Jul 2025

- Worked on the Web Platform Architecture team, which owns the shared foundation behind MLB.com and the club websites, using React, TypeScript, Nx, and Next.js.
- Restructured MLB.com and the club websites into a monorepo, so the sites could share code and tooling instead of each going its own way.
- Upgraded MLB.com and the club websites from React 16 to 17 and from Next.js 12 to 13.
- Built shared TypeScript packages that let teams across the organization reuse code rather than rewrite it.
- Moved our applications' CI/CD from Tekton to GitHub Actions.

Senior Software Engineer, Disney Streaming — Mar 2022 – May 2023

- Worked on the Web Core Services Developer Experience team, building the tools other web engineers relied on every day, in React and TypeScript.
- Built features for internal developer tools, command line tools, and internal websites.
- Led working groups on engineering problems that cut across the whole organization.
- Contributed to an atomic CSS library and to multi-tenant components.

Senior Software Engineer, Webflow — Aug 2019 – Mar 2022

- Worked on the collaboration team, building the features that let people work on sites together, in React, Flux, Flow, and Angular.
- Led development of the multiplayer and polite handover features.
- Drove development of roles and workspaces.
- Implemented and updated analytics throughout the product.
- Wrote proposals for engineering-wide changes to the development lifecycle and onboarding.
- Partnered with design to run user experiments and gather feedback and data on new features.

Software Engineer II, Cisco Systems — Aug 2016 – Jul 2019

- Contributed to the Webex Teams Widgets and JavaScript SDK, which developers used to build Webex Teams into their own apps, using React, Redux, Node, and JavaScript.
- Built Grafana dashboards and alerts that told Webex Teams and Webex Teams Meeting service owners about longevity and performance problems.
- Defined and maintained the test automation frameworks for several Developer Experience teams, using WebdriverIO, Sauce Labs, Mocha, and Chai.
- Set up and maintained Jenkins build pipelines for multiple microservices.
- Built internal tools that alerted teams when integration or production services had problems.

INDEPENDENT PROJECT

Founder & Engineer, Healthsome — May 2019 – Present

- Sole engineer on a privacy-first iOS health tracking app: Expo and React Native app, TypeScript API, marketing site, and shared packages. Tracks medication, sleep, mood, habits, cycles, workouts, cardio with live GPS route maps, nutrition, and sobriety, with Apple Health integration.
- Designed the privacy architecture: health data is encrypted on the device with AES-256-GCM before upload, so the server never sees the values users log. Users can export a decrypted copy or delete their account entirely.
- Built Insights, an on-device statistics engine that finds relationships between trackers. Tested an on-device AI model first and dropped it for hallucinating data, then cut the wait for a first insight from 14 days to 8 by adding significance testing and false discovery correction.
- Built routines that group trackers, habits, and the journal into scheduled check-ins, with streaks that don't count days off as misses.
- Own the design system and accessibility: shared tokens, a glass component library, contrast checked in light and dark mode, and screen reader labels on icon-only controls.
- Shipped to the App Store in October 2026, and run releases and billing end to end: TestFlight alpha and beta tracks, over-the-air updates, RevenueCat subscriptions, and Auth0 sign-in.

EARLY EXPERIENCE

Engineering QA Intern, Aspect Software — 2014 – 2016
Wrote UI test automation in Java with Selenium and TestNG.

Undergraduate Teaching Assistant, University of Central Florida — Jan 2016 – May 2016
Helped teach CDA 3103, Computer Logic and Organization.

EDUCATION

B.S. Computer Science, University of Central Florida — 2012 – 2017

A.A. General Education, Eastern Florida State College — 2010 – 2012

SKILLS

Frontend	TypeScript, React, React Native, Expo, Next.js, Angular, Redux, Flow, HTML, CSS
Platform & tooling	Node.js, Nx, Turborepo, pnpm, Storybook, Webpack, Babel, GitHub Actions, Jenkins, CircleCI
Observability & testing	Datadog, Sentry, Grafana, WebdriverIO, Mocha