

SHANE DENOMME

Software Engineer / Technical Lead

(810) 278-0562
sdenomme15@gmail.com

Engineering leader with 13+ years of experience taking software from whiteboard to enterprise most recently architecting and launching a logistics platform that moved 2M+ tons of material in its first year. A builder at heart: when I'm not leading teams, I'm writing code for games, home automation, and electronics projects.

PROFESSIONAL EXPERIENCE

Livegistics (2023 - Present)

Engineering Manager

Leading engineering at a logistics startup, owning delivery of the v3 platform launch while remaining a hands-on contributor across the stack.

- Launched a next-generation platform (v3) and migrated the entire existing customer base from v2 with zero churn, providing 1:1 white-glove onboarding throughout the transition
- Drove first-year platform adoption to **2M+ tons of material, 1M+ barrels, and 100K+ loads processed**, while simultaneously landing new clients in an entirely new product vertical
- Championed early adoption of LLM developer tooling (Claude Code, Cursor, etc.) across the team, **quadrupling commit velocity** without sacrificing review standards.
- Authored and rolled out engineering and product policies; code review standards, release processes, and product development workflows that scaled the team's output.
- Continued shipping production code as an individual contributor, keeping architectural decisions grounded in day-to-day implementation.

Lead Developer

During my time as lead developer we supported the legacy platform, implemented a complex release pipeline, and grew into new regions; all while designing the next generation of the software, this took months of planning, presentation, and eventual greenfielding into the next version.

- **Reduced mobile error rates by 90%** (measured in Sentry) through systematic triage
- Architected the company's next-generation platform from whiteboard to enterprise deployment; led months of technical planning and executive presentations, then greenfielded the build while the legacy platform stayed fully supported.
- Designed and implemented a git-flow release pipeline with cascade merging, cutting release friction and enabling reliable multi-environment deployments.

Mobile Application Developer at 365 Retail Markets (2021 - 2023)

- Worked with react-native modules and Android hardware to create "smart cooler" systems.

Senior Application Developer at CU Solutions (2017 - 2021)

- Designed and developed multiple Java / Kotlin mobile applications, and transitioned to node.js / react native web applications
- Managed multiple white-labelled applications and their releases.

Application Developer at Towbook (2013 - 2017)

- Fourth employee at a small logistics startup; started as an intern and taught myself mobile development, growing to full ownership of the Android application.
- Supported all facets of development from customer support to fully taking ownership of the Android application.

Languages / Technologies

- Javascript / Typescript
- GCP
- Java
- React
- Postgres
- Kotlin
- React Native
- C#

LLM Usage

Agentic AI has changed how I work more in the past year than anything else in my career. I have watched it help a small team quadruple its commit output, and more importantly, I have watched the confidence and quality of that work rise at the same time. These tools are only as good as the direction they are given, though. My day now looks less like heads down problem solving and more like a mix of manager, designer, and QA: writing clear specifications up front, reviewing generated code the same way I would review a junior developer's pull request, and testing the result against what was actually asked for.

I lean on tools like GitHub's Spec Kit and practices like Behavior Driven Development to keep requirements written in plain language, so the people on the team stay the source of truth for what gets built and why. I have also learned when to put the tools down, because some problems are still faster and safer to solve by hand.

I have experience with Claude Code, Cursor, Gemini, Google AI Studio / Vertex AI, Copilot, Devin.ai.

Personal Projects

Unity

Kanoa (2024 - Current)

- Strategic RPG Game

Fathom (2026 - Current)

- Survival Game
- Multiplayer

25+ Completed Game Jam Entries

Home Automation (2015 - Current)

Robogrow (Modular garden automation system)

- Raspberry Pi
 - Temperature, Humidity, Light, and Soil Moisture sensor support
 - 120v / 240v relay control for Light and Watering automation
- Web interface for configurations and dashboards