Sean Graham

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Expertise

- I have brought multiple commercial applications from napkin sketches, through prototypes, to shipping and selling multiple millions of dollars.

- I have grown these applications from being the initial individual contributor to managing and mentoring a team of engineers.

- I have helped existing teams with decades of loose, ad hoc practice and process move into a modern, distributed, collaborative model, resulting in a maintainable, stable platform and improving the experience for our own team as well as customers.

Experience

Accusoft   **January 2023 – July 2025**

Software Development Manager II

- Accusoft acquired Snowbound Software in late 2022, and in the merger I accepted a change of responsibilities.
- Managed the team bringing AI features and functionality to the PrizmDoc family of products. Lead the technical side of our partnership with IBM Cloud and watsonx.ai.
- Worked with management and staff across Accusoft, as they begin to understand the strengths of both the VirtualViewer and RasterMaster team and products.
- Lead a team rethinking Accusoft's existing development processes with an eye towards improving developer experience, refocusing on Agile principles while doing away with some accrued baggage.. This resulted in improved developer satisfaction, with fewer (but more impactful) meetings, better estimates, and stakeholder satisfaction.
- Guided the ex-Snowbound personnel as they adapted to scrum at Accusoft as well as helped the Accusoft personnel learn VirtualViewer.
- (Accusoft was acquired by Apryse in July 2025)

Snowbound Software   **September 2006 – December 2022**

Director of Software Engineering   *December 2018 – December 2022*

- Reporting to the C-Suite, I was the directly responsible individual for product strategy and technical direction, while advising on organizational direction and strategic partnerships.
- Lead entire engineering organization, primary responsibility for hiring, management, and leadership across a team of 12.
- Developed performance measurement, career track, and compensation standards within Engineering.
- Transitioned Engineering to 100% percent remote work, while decreasing length of individual development cycles.

Principal Software Engineer   *November 2017 – December 2018*

- Assumed management of a 6 person team responsible for company's SDK product, RasterMaster.

- Promoted and mentored leads for both application and SDK teams.
- Lead engineering process from legacy practices to pull requests, code reviews, and automated, gating CI/CD. Each of these steps reduced the conflict, regressions and pain endured by testing, support, and customers.

Lead Software Engineer   *September 2014 – November 2017*

- Grew the VirtualViewer team to 6 members and assumed management responsibilities.

Senior Software Engineer   *September 2006 – September 2014*

- Created the company's next generation product, VirtualViewer, taking the product from proposal to PoC, creating the critical revenue stream it is for the company today.

Goodrich Corp, Surveillance and Reconnaissance Systems   **March 2004 – September 2006**

Senior Software Engineer

- Designed image-analysis software for the U-2 ground station.
- Provided on site software engineering support for U-2 flight testing.

Rovia, Inc.   **May 2001 – October 2002**

Software Engineer

- Designed and developed the RovReader ebook system and ShareSafe document security system.

RIT Center for Imaging Science   **March 2000 – October 2000**

Software Engineering Co-op

- Member of the team working on the Data Cycle System (DCS) for the NASA Stratospheric Observatory For Infrared Astronomy (SOFIA)
- Lead the Design, Prototyping, and Implementation of the Data Typing technologies in the DCS

Skills

Cloud	AWS, IBM (Watsonx.ai)	**Policies**	SSDF, WCAG 2.2
Languages	Javascript/Node, Java, Python	**Tools**	git, Visual Studio Code, Slack,
OS	Debian, Ubuntu, macOS, OpenBSD		Google, Docker, Kubernetes

Education

Rochester Institute of Technology

Bachelor of Science in Computer Science