

PROFESSIONAL SUMMARY

An experienced, transparent leader adept at building teams and helping them deliver complex software.

- Proven track record of shipping high-quality commercial software on time and within budget in startup and corporate environments, with international and cross-functional teams.
- Excels at collaborating with teams to understand, design, and implement complex systems. Ability to work with developers to diagnose problems and drill down to concrete solutions that can be practically applied.
- Focus on people, motivation, and career development as a path to delivering excellent products.
- Passion for technology and innovation. A lifelong learner.

CAREER OVERVIEW

LOGN SOFTWARE ▪ 2016 – present ▪ *SF, CA*

Principal / Consultant

- Contracting front / backend web work and developing a (stealth) cloud / iOS application, (2016).
- OMBU (CTO) Led technical planning for iOS social app using watermarked picture recognition (2012).

VMware ▪ 2013 – 2015 ▪ *Palo Alto, CA*

R&D Manager

- Led team of 10, Horizon 6 (\$500M+ revenue) providing remote access to VMs in a datacenter. Built multiple display support, accelerated 3D graphics, audio, and I/O providing secure, high performance interactivity with remote desktops from local workstations, tablets, and smartphones.
- Delivered a major feature (Application remoting) in a single product cycle while building and motivating a new team. Coordinated development with multiple Engineering teams, PM, Release, Support and QA in Palo Alto, London, Bangalore and Beijing.
- Eliminated 30% development churn spent on customer service requests by analyzing bug trends (jointly with QA and Support), addressing technical debt and developing automated tests.

XYZ Color Science ▪ 2011 – 2013 ▪ *San Rafael, CA*

Director of Engineering

- Led internal and external teams in creating a technology that simplified color adjustment and calibration of consumer televisions, automobile, and computer displays.
- Built iOS, Mac, Windows reference implementations, production releases, demos, and dev tools.

RAZER ▪ 2010 – 2011 ▪ *SF, CA*

Software Manager

- Led a team of 8 building advanced gaming products and managed relations with external teams.
- Projects included Synapse, a cloud-based architecture to manage user data, Hydra, a 3D VR / motion controller, Switchblade, a gaming laptop and SWTOR keyboard.
- Transformed internal development by setting up process and server infrastructure for Code Reviews, Continuous Integration, Unit Testing, and Tracking - improving efficiency and accountability.

SONIC SOLUTIONS, (ROXIO) ▪ 2006 – 2009 ▪ *Novato, CA*

Software Manager

- Led teams in US (staff of 15) and China developing AuthorScript, the de facto standard Blu-ray disc authoring SDK used to make 80+% of Hollywood movies and disc burning in Apple Final Cut Pro, Adobe Premiere and other software and hardware products.
- Defined features, tracked bugs and managed releases coordinating with multiple Engineering teams, Sales, and Product Management in US, Europe, China, Japan.
- Directly managed relationships with top tier 3rd parties (Apple, Sony, Adobe, etc.) mitigating risk with diligent and proactive communication, careful release and testing strategies.
- Dramatically reduced release cycle by creating automated testing tools for development and QA.

ATGAMES / DMC ▪ 2005 – 2006 (office closure) ▪ *SF, CA*

SW Development Head

- Directed development of hybrid gaming devices (MP3, Video, DVD) using custom silicon and software. Staffed and led development and QA teams in SF, Russia, Taiwan, and China.
- Developed automated tools to build, test, and release multiple product SKUs.

MOBILE TECHNOLOGY CONSULTANT ▪ 2003 - 2004 ▪ *SF, CA***Contractor**

- Designed and implemented a J2ME mobile app to lookup media using ISBN image recognition.
- Ported DFZ 3D graphics engine to Nokia mobile phones.

DFZ INC. ▪ 2001 - 2003 (company closure) ▪ *SF, CA***Software Manager**

- Led team of 6 to develop DFZ RUSH, an innovative 3D browser plugin. A custom renderer utilized geometry and texture compression to vary quality based on available bandwidth and hardware providing a rich experience across all devices and connections.
- Directed product definition, scheduling, QA and releases.

PROTOZOA / DOTCOMIX ▪ 2000 - 2001 (company closure) ▪ *SF, CA***Senior Software Engineer**

- Worked on ALIVE 3D, a performance animation system for Internet, TV and film. ALIVE combined motion capture and procedural animation in real time to live broadcast or recording.
- Supported Dotcomix.com, a content delivery site which published episodic 2D and 3D animation.
- Designed and implemented server architecture and custom packet protocol to transport video and still image data to support the production pipeline.

PRIOR ROLES**SEGA OF AMERICA CORPORATION****Technical Director**

- Ported [DOOM](#) [Sega 32X](#) video game. Coded 3D, system libs and guided 3rd party developers.

DIGITAL EQUIPMENT CORPORATION (DEC)**Senior Software Engineer**

- Architected UNIX media server providing distributed sharing of audio and video devices.

APPLE COMPUTER**Software Engineer**

- Designed diagnostics and automation tools for Apple CPUs and system software.

AT&T BELL LABORATORIES**Software Engineer (Intern)**

- Developed firmware and IPC libs for a scalable parallel computer. Debugged prototype hardware.

EDUCATION**MSc. Advanced Computing (with Merit)** - [KING'S COLLEGE LONDON, UNIVERSITY OF LONDON](#)**B.S. Electrical Engineering** - [CORNELL UNIVERSITY](#)**SKILLS / FAMILIARTY**

- Python, C/C++, iOS, OpenCL, HTML, Linux, Mac, PC
- Scala, Swift, MongoDB, SQL, AWS, Google App Engine, Bootstrap, JavaScript, JSON, XML

SELECTED CERTIFICATES

- Strategic Leadership and Management Specialization (UIUC iMBA)
- Crucial Conversations, Change Anything (VMware Management)
- Full Stack Web Developer Nanodegree (Udacity)
- Cloud Computing Specialization (UIUC)
- Statistics with R Specialization (Duke)
- Tackling the Challenges of Big Data, Analytics (MIT)
- Enabling Technologies for Data Science and Analytics: IOT (Columbia)
- Cybersecurity: Technology, Application and Policy (MIT)
- MongoDB for Developers (MongoDB)
- Agile SCRUM