

# Dave Menconi

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Milpitas, CA

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## EXPERIENCED SOFTWARE EXPERT

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### SUMMARY

- More than three decades of experience in every aspect of software development.
- Completed careers as developer, manager, and Project Manager.
- Routinely managed multiple simultaneous projects and kept them all moving forward.
- Expertise in development workflow, continuous integration, automated deployment and modern development technologies and techniques (including agile).
- Exceptional communication, product management, project management, and organizational skills.
- Passionate about software, especially the tiny details of how it's developed and deployed.
- Certified Scrum Master
- Team player who loves making teams succeed (and knows how).

### EXPERIENCE

#### Oportun

2016 – Present

*Software Delivery Manager, Zeus (Loan Management SAAS)*

- Project managed multiple simultaneous initiatives.
- Migrated Atlassian suite of application software out of the cloud and onto on-premises servers.
- Analyzed and updated dozens of Jenkins jobs.
- Managed all aspects of JIRA projects -- workflows, boards, privileges, etc -- for several teams.
- Administered configuration of JIRA, Confluence, and Bitbucket.
- Used Python and PHP to integrate systems through RESTful calls and webhook catching.
- Designed and created new CI/CD process with built in automation guided by workflows.
- Trained developers and TPMs in the use of the new CI/CD process.
- Participated in both SCRUM and Kanban development processes.
- Created a LAMP-based web server that uses REST interface to interactively show complex reports.
- Completed all goals articulated on arrival.

#### Access Softek

2015 – 2016

*Developer Operations Manager, Orpheus (Online Banking SAAS)*

- Managed DevOps, responsible for automation for product development and deployment such as CI, CD and automated configuration for Orpheus.
- Acted as project manager for DevOp activities.
- Wrote Python code to convert DB, git, and JIRA data into more useful forms.

*Technical Product Manager, Orpheus*

- Product Manager for the Administration Tool, which was the primary tool for configuring and managing the whole Orpheus product.
- Managed JIRA issues, trained QA, improved, and triaged bugs totaling 5000.
- Became technical expert on deployment and configuration for the Product Team.
- Planned, tracked and project managed several important projects.
- Completed all goals articulated on arrival.

## **Sony Computer Entertainment America**

2005 – 2014

### *Senior Manager of Operations, SCEA Tools & Technology*

Managed the release of several iterations of tools. Overall responsibility for tracking budgets, managing contracts and invoices for external developers and tracking all development hardware. Interfaced with game development studios all across the world. Hired and managed team to assist in these responsibilities.

- Coordinated the efforts of more than twenty engineers to release nine game technology projects to be used in PS3 launch titles.
- Managed FIOS (File I/O Scheduling) team who developed software for both the PS3 and PS4.
- Managed operations including build and test, administration, and the employee retention program with an estimated annual budget of \$400,000.
- Designed and implemented a web-based (LAMP) application for tracking budgets, invoices and payments for the TNT team.
- Built various web systems to support team (todo list, wall board system, etc.)
- Created and implemented the annual PlayStation Worldwide Studios conference with an annual budget of \$700,000.

## **Network Appliance Inc.**

2002 – 2004

### *Software Engineering Manager*

Presided over and contributed to more than 6 product releases. Consistently under budget.

- Coordinated the efforts of 30 people, including project plan, task lists, presentations, meetings and scheduling, to release two versions of the DataFabric Manager product. These two successful releases increased the capabilities of DFM by 100%.
- Developed India hiring plan which created an Indian software development team and saved \$500,000 the first year and annually \$4,000,000.
- Led team to complete CRM product replacement. New product had only 20% as much code and costs only 15% as much to maintain, saving company annually \$3,000,000.

### **Additional Professional Experience**

OmniSky, Inc; Vice President of Product Engineering

Palm Computing, Inc; Wireless Applications Manager

Cyclone Studios & 3DO; Lead Programmer

Rocket Science Games; Lead Programmer

Atari Games; Lead Programmer

Three-Sixty Pacific, Inc.; Project Manager

Chris Crawford Games; Game Developer & Associate Designer

Computer Resources, Inc.; System Software Engineer

Atari, Inc.; Game Designer

### **Other**

*Certified Scrum Master*

*Co-founder of the Game Developer Conference*

*Founder of the Sony Worldwide Studios Developer Conference*