

**Dave Menconi**  
408-205-2275  
[dave@menconi.com](mailto:dave@menconi.com)  
<https://www.linkedin.com/in/davemenconi>  
Milpitas, CA

---

## TECHNICAL MANAGER

---

### SUMMARY

Software engineering manager with proven managerial, technical, and product skills that produce top-quality products. Expertise in continuous integration, automated deployment and modern development technologies. Exceptional communicator with product management, interpersonal, project management, and organizational skills. Passionate about software, especially the tiny details of how it's developed and deployed.

### TECHNICAL SKILLS

- Software as a Service
- Software Lifecycle
- Web Development (LAMP)
- Remote (& local) People Manager
- Linux & Windows
- Client/Server
- C/C++, Python, and PHP
- Atlassian (JIRA, Confluence, Bamboo, etc.)

### EXPERIENCE

#### Access Softek

2015 – 2016

AST is known for *Orpheus*, an SaaS online banking system for credit unions.

#### *Developer Operations Manager*

Managed DevOps, responsible for automation that supports product development and deployment such as continuous integration, automated deployment, and configuration scripts for Orpheus. Also responsible for internal technical support.

- Designed & managed the successful implementation of Orpheus deployments in all the required configurations (initial deployment through software upgrade).
- Wrote Python code to convert database, git, and JIRA data into more coherent and useful forms.
- Wrote PHP web site to generate and store keys for the AWS servers.

#### *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.
- Created long term plan for deploying Orpheus code in all circumstances.
- Became technical expert on deployment and configuration for the Product Team.

**Sony Computer Entertainment America**

2005 – 2014

Senior Manager of Operations, SCEA Tools &amp; 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.

- 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.)

**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 Employers****OmniSky, Inc.**, Director of Product Engineering**Palm, Inc.**, Manager, Wireless Applications Engineering**3DO**, Game Developer**Rocket Science Games**, Game Developer**Atari Games**, Game Developer**Other***Co-founder of the Game Developer Conference**Founder of the Sony Worldwide Studios Developer Conference**Completed SkillSoft Agile Course*

