

# KEVIN SMITH

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## SUMMARY

I'm an experienced software engineering leader with extensive experience in all aspects of bringing technology products to market. I subscribe to the servant leadership philosophy and am committed to empowering the teams I'm privileged enough to lead to achieve their full potential.

## SKILLS

Agile Development	Product Roadmap Management
Budgeting	Project Management
Cross-Functional Leadership	Public Speaking
Coaching & Mentoring	Training
	Development & Delivery

## TECHNICAL SKILLS

AWS (EC2, EKS, ECS, etc.)	JIRA
Ansible	Kubernetes
C/C++	Postgres
Confluence	Python
Docker/Podman	Redis
Elixir	SQL
Git	Terraform
Go	

## EXPERIENCE

### **Sr. Software Engineer, Outerbounds // 2022 - 2023**

I was an early engineering hire brought in to help drive the process of bringing the company's first product to market. In this role I made several contributions to the open source project [Metaflow](#). My contributions included innovative work enabling event-driven workflows on Kubernetes, numerous bug fixes, and automating the process of building and publishing Python packages on PyPi.

### **Sr. Engineering Director, Digital Realty // 2021 - 2022**

I was the lead technical manager managing 16 engineers across two teams responsible for all aspects of building Digital Realty's first global network automation product targeting both long-haul and LAN datacenter networks. I reported directly to the CTO and had ultimate delivery responsibility. Service Fabric 1.0 was deployed on-time in February 2022.

During my tenure I significantly expanded the development and SRE teams ultimately hiring dedicated team managers, reporting to me, for each. I also helped establish product development best practices and improved working relationships with security, corporate compliance, IT, and HR.

### **VP of Engineering, Pureport // 2020 - 2021**

I joined Pureport to modernize and scale out the product engineering and SRE departments as part of the company's expansion plans. While in this role I reformed development and roadmap planning practices which allowed the teams to ship a major new feature ahead of schedule.

Pureport was acquired by Digital Realty in Feb 2021.

### **Sr. Engineering Director, CircleCI // 2019 - 2020**

I joined CircleCI during a period of explosive growth and was responsible for 3 engineering teams totaling almost 30 people. I helped improve management practices and established programs designed to identify and develop both technical and business leaders from within.

During my tenure I improved development practices yielding smoother and more frequent deployments of code, implemented a new roadmap process with product management to identify, scope and schedule new feature development, rolled out a formal engineering team manager role, and scaled our Mac build infrastructure from 120 nodes to over 300.

### **Sr. Engineering Manager, Adroll // 2017 - 2019**

I led Adroll's Real Time Bidding and Personalization teams. Our systems were deployed globally on AWS integrating with over a dozen ad exchanges. During peak periods our Erlang-based bidders handled over 2000 requests per second or almost 7 billion requests per month.

I was also responsible for managing an annual \$6M AWS budget. I wrote several custom tools using Python and Pandas to automate tasks such as cost analysis, capacity planning, and usage prediction. Several were adopted by other teams due to their accuracy and ease of use.

### **Co-Founder & CTO, Operable // 2015 - 2017**

I was responsible for all aspects of the technical design and implementation of our chatops bot product, Cog. Cog had several innovative features such as ACL & RBAC support with a custom DSL, first-class support for dev/test/production environments, and deep integration with Docker not available in other chatops products. Cog was built around an Elixir core with a custom Docker integration written in Go. Cog also featured a custom Markdown templating engine written in C/C++ for speed and light resource use.

### **SRE Team Lead, Planet Labs // 2014 - 2015**

I created Planet Labs' first SRE team. My team was responsible for the compute grid and storage systems used to store and process satellite imagery. We were also responsible for the performance and availability of the company's main public site.

### **VP of Engineering, Chef // 2011 - 2014**

I was ultimately responsible for all product engineering efforts and worked closely with sales, marketing, and Chef's OSS community to define and deliver the overall product roadmap. While in this role I grew product engineering from 8 to 50 and created a UX practice. I'm proud to say the majority of team leads and managers were existing employees as well. I frequently participated in major accounts outreach with customers such as Facebook and Riot Games.

*\* Additional employment history available by request.*