Leo Salemann Product Manager Sammamish, WA 98075 LEO SALEMANN 425-281-3071
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Turning cat-herds into wolf-packs. Certified in Agile, Lean 6 Sigma, Data Visualization

SKILLS

Technical Leadership Trello, GitHub, IoT MS PowerBI, Tableau Win10, Linux, OSX

Onshore/Offshore Teams AWS, Azure, GCP Agile, Scrum, PICK, Kano Python, R, Pandas, Jupyter

PROFESSIONAL EXPERIENCE

Product Manager, Hurify Digital Markets, Bellevue, WA

2018

- Managing development of an IoT platform spanning eCommerce, Social Media, and Job Board features (https://platform.hurify.co)
- Collect requirements from onshore leadership & design team (Bellevue, WA); define & prioritize tasks for offshore development team (Bengaluru, India). Maintain balance between release velocity vs. pixel-perfection.
- Introduced Trello for tracking platform development, adopted by entire organization within two weeks.
- Established Roadmap, Epics, Product & Sprint Backlogs, 2-week Release cadence.
- Established acceptance testing procedures and protocols; cut defect rate in half within three weeks.

Scrum Master, YouthCentric, Redmond, WA

2016-2018

- Applied Kano and PICK (Possible, Implement, Challenge, Kill) analysis to prioritize product and sprint backlogs for a youth mentoring and development platform known as MeritXP (https://meritxp.com).
- Provided Scrum master services, established release cadence and meeting protocols through Microsoft Team Foundation Services and Zoho Projects.
- Provided UX Designer services though User Story Mapping, Persona Development, Wireframing.

Scrum Master, Lockheed Martin, Bellevue & Bothell, WA

2010-2016

- Rescued a project suffering from scope-creep and schedule risk by instituting daily scrums, maintaining task boards, burn down charts, and monitoring work velocity.
- Met teams on their own terms with their own tool sets, including Jira, Trac, Trello, Confluence and Github.
- Tailored Agile roles, ceremonies, artifacts to multiple distributed teams, providing a unique fit for each.
- Spread the Agile Word Corporate-Wide by serving as a conference panelist for Agile Leadership of Distributed Teams, staying active in corporate message boards, book clubs, and communities of interest.

Software Engineering Manager, Lockheed Martin, Bellevue & Bothell, WA

005-20

- Hand-picked to lead small office during a time of high uncertainty after departure of manager & key staff.
- Restored a sense of stability and cohesion through attentive compassionate leadership.
- Recruited, interviewed hired additional staff.
- Managed all phases of performance reviews and promotions. Mentored though goal setting and mid-year checkins.
 Delivered ratings from basic through exceptional contributor.

Principal Investigator, Research, Lockheed Martin, Bellevue & Bothell, WA

2006-2016

- Won two US Army Small Business Innovative Research (SBIR) projects in the same year by partnering with a small business and helping shape our proposal to target specific pain points identified by our customer.
- Won a "SIWZie" Best Paper award at the 2009 Fall Simulation Interoperability Workshop (http://bit.ly/09F-SIW-064doc) and helped advance the state of modeling & simulation research by authoring ten technical conference papers on geospatial data schemas, urban terrain modeling, and voxel representations.
- Created valuable intellectual property by authoring nine patents for voxel-based volumetric terrain modeling (http://bit.ly/usptoLeoSalemann).
- Fostered new business development by presenting novel approaches for visualizing uncertainty, sensor fusion, and polygon-free visualization to program managers at DARPA.
- Reduced technical and schedule risk for a multi-host, multi-sensor full mission fast-jet simulator by leading a technical study to identify and resolve terrain processing capacity bottlenecks.

Software Engineer, Geospatial Tech., Lockheed Martin, Bellevue, WA

1993-2006

- Secured successful delivery of the WARSIM Terrain Data Fusion System by designing and implementing 70 source files, the full menu system, and key user dialogs, then providing in-person installation and training.
- Earned a US Army Commendation Award (as a civilian contractor) for supporting Research, Development and Engineering Command (RDECOM) in the rapid construction of an Asian Terrain Database.
- Earned a Lockheed Martin Galaxy Award, the highest honor an engineer can receive, for serving as primary author
 and product lead of the Automated Building Generation System, an innovative approach to synthesizing fully
 defined building models from incomplete source data.
- Helped close multiple long term contracts by performing integration, testing, and release preparation for 3D simulation systems. Developed 5-10 day customer training courses to master complex synthetic terrain modeling procedures.

RECENT PROJECTS

University of Washington Professional & Continuing Education

2017-present

- Connecting Raspberry PI to a PC Flight Simulator
- Movie Broker Dashboard in PowerBI, with Machine Learning
- Streaming Weather/Traffic Data with Pthyon, Pandas, Kafka
- Predicting Real Estate Prices with Azure Machine Learning
- Twitter Sentiment Analysis During an Episode of SNL
- A Portfolio of Visualizations in Tableau

http://bit.ly/leos_fsx_rpi http://bit.ly/leos_slideshare_MovieBroker http://bit.ly/leos_slideshare_Kafka http://bit.ly/BigDataMoscowKaggle http://bit.ly/BigDataTwitterSNL http://bit.ly/leos_porfolio

CERTIFICATIONS (University of Washington, Project Management Institute)

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•	UW Data Science	Statistics, R, Hadoop, Machine Learning	Jun 2018
•	UW Internet of Things	IoT, Raspberry Pi, Python, Networking, Cloud Analytics	Jun 2018
•	UW User-Centered Design	UX Theory, User Research, UX Design, Usability Testing	Jun 2018
•	PMI Agile Certified	Scrum Master, Product Owner, Kanban	Oct 2017
	Practitioner		
•	UW Big Data Technologies	Data Engineering, Hadoop, Hive, Spark, Streaming, Kafka	Aug 2017
•	UW Cloud Mgmt. & Analytics	IaaS, PaaS, SaaS, SQL, NoSQL, AWS, Azure, Google	Aug 2017
•	UW Data Visualization	Visualization Theory, Dashboards, Tableau, PowerBI	Aug 2017
•	UW Lean 6 Sigma Green Belt	Strategic Planning, Kano, PICK, Waste Reduction	Jun 2017

RELEVANT VOLUNTEER EXPERIENCE

Hackathon Participant http://bit.ly/LeoSalemann

2016-Present

- Created operational MS HoloLens/Unity prototype after one weekend of training (https://bit.ly/leos1stHoloLens).
- Deployed an Amazon Alexa skill for a Piper Cub engine start checklist (http://bit.ly/leosCubCKlist) in one day.
- Provided user story mapping and dev-team leadership for an aid organization (Somali Youth and Family Club http://syouthclub.org) and a youth mentoring and development platform (MeritXP https://meritxp.com).

EDUCATION

Master of Science, Human Centered Design and Engineering, University of Washington, Seattle, WA (in progress)
Bachelor of Science, Computer Engineering, University of Washington, Seattle, WA