



Christopher Armstrong

Seattle, WA | 724.600.6482 | chris@chrisarmstrong.me | www.linkedin.com/in/carmstrong

Vice President, Engineering

Senior technology leader with a demonstrated track record of building exceptional teams and leading the development and release of multiple breakthrough B2B open-source and SaaS products.

Currently targeting growth-stage technology companies seeking an executive who can optimize the engineering organization to efficiently execute the product roadmap and support the company's mission while emphasizing a healthy and energetic people-focused engineering culture.

WHERE I SHINE

Defining product vision

to ensure a compelling, profitable fit with market needs—followed by leading the development of powerful, scalable, and cost-effective solutions

Optimizing teams

and working tirelessly to foster healthy company culture, improve team chemistry, provide staff with opportunities for professional growth

Recruiting top talent

and providing the coaching, mentoring, and growth needed to attract/retain key technical contributors; 100% retention rate achieved to date as a leader

Evangelizing usability

and serving as a customer advocate, ensuring that critical UX concerns and user requirements don't become casualties in the development process

FUNCTIONAL COMPETENCIES / EXPERTISE

Engineering Team Leadership | Strategic Planning | Budgeting & Resource Allocation | Product Roadmap Development
Agile/Scrum Process & SDLC Management | Open Source Software & Community Development | Linux Containers (Docker)
Cluster Software and Schedulers (Kubernetes, CoreOS) | Microservice Architecture | Distributed Systems & Software
Cloud Infrastructure (AWS, Azure, GCE) | DevOps & DevTools | Scalable Infrastructure & Automation | SaaS/PaaS/IaaS
Technologies | Data Centers & Network Architecture | Technology Evangelism & Public Speaking

EMPLOYMENT HISTORY & ACCOMPLISHMENTS

DEIS—Open-source Platform as a Service (PaaS) organization focused on making apps easier to deploy and manage

Vice President, Engineering

Seattle, WA: Mar 2014 – Apr 2016

Initially worked as Core Maintainer and Engineering Team Lead before promotion to full VP role in September 2015, overseeing a 20-member engineering organization and holding accountability for building, maintaining, and supporting the company's core open-source products including the Deis Kubernetes PaaS and Helm, the Kubernetes package manager

- Report to CEO and hold accountability to the Board of Directors for numerous complex technical deliverables
- Craft departmental culture, set departmental priorities and establish agile/scrum development process to ensure timely releases
- Play lead role in recruiting new technical talent into the organization, including highly-skilled specialized engineers in Linux system software, DevTools, and distributed systems architecture
- Interface directly with customer executives to clarify needs and run product demos, in addition to partnering with internal marketing/product teams to define final product vision, requirements, and release schedules
- Drive the entire software development cycle from start to finish, addressing roadblocks and facilitating creative problem-solving discussions among internal teams members to ensure releases are shipped on-time
- Provide training to the company's sales/support teams around the Deis platform, ensuring they're armed with the latest knowledge regarding the tool and understand its unique positioning within the IT ecosystem
- Assist as individual engineering contributor, on occasion, helping develop core platform features including complex storage solution utilizing the Ceph distributed storage platform
- Evangelize the Deis platform at conferences, meetups, and hackathons, in addition to spearheading initiatives with the technology's vibrant open source community to boost awareness and adoption

EMPLOYMENT HISTORY & ACCOMPLISHMENTS (CONT'D)

SOCRATA—*Innovative Seattle analytics startup, focused on finding new ways to leverage government data for social good*

Site Reliability Engineer

Seattle, WA: Feb 2013 – Jan 2014

Served as one of two production engineers

- Deployed full Socrata stacks to new strategic Windows Azure regions, wrote/maintained Opscode Chef cookbooks, and made significant contributions to the company's infrastructure reliability, tools, and automation
- Supported Socrata's complex infrastructure that included a Rails front-end, Scala/Java backend, PostgreSQL, Zookeeper, Cassandra, Redis, HAProxy, nginx, Couchbase, and Apache Traffic Server
- Provided operations support to the engineering team, including participation on the on-call rotation, and oversaw migration of the company's monitoring system from Nagios to Sensu

THE RESUMATOR (now JAZZHR)—*Recruiting software / applicant tracking system (ATS) developer*

Director of Engineering

Pittsburgh, PA: Mar 2012 – Dec 2012

Promoted to Director-level role within this recruiting and human capital management (HCM) software developer, focused on providing a robust, highly scalable solution allowing SMB organizations to successfully compete in the "war for talent" and compile revolutionary new data around team hiring, retention, and performance issues

- Worked closely with the founder/CEO and senior leadership team of the organization, advising them on complex product strategy, development, management, differentiation, and feasibility issues
- Grew the engineering team from 2 to 9 members during tenure, onboarding staff and providing hands-on mentoring on a daily basis to maximize team performance and the professional growth of individual contributors
- Oversaw all feature development, design, and implementation related to the product, setting clear milestones and schedules that allowed everybody to work together, synergistically, to ensure on-time release
- Represented the engineering team's interests to company leadership, advocating for cultural changes and the creation of new professional growth opportunities in order to combat turnover, stagnation, and inefficiency
- Managed budget and led numerous initiatives, upgrades, and architecture changes in order to accommodate the rapid growth of the platform to encompass thousands of active customer accounts
- Participated in local developer meetups/hackathons in order to evangelize the company's product and support ongoing recruiting efforts focused on developers, testers, and data scientists

Lead Software Engineer

Pittsburgh, PA: Sep 2010 – Mar 2012

First full-time employee hired at the organization; served as the only software engineer for a full year and half, responsible for driving all feature development efforts and service reliability improvements for the core product offering

- Personally designed and developed numerous major application features, including a complete rewrite of the payment system leveraging Authorize.net, creation of an in-house technical support system, and integration of the software (using Javascript) to enable job aggregation and sharing with Facebook, Twitter, and LinkedIn
- Designed and managed a new fault-tolerant systems infrastructure on Amazon Web Services (AWS), including load-balancers, web servers, and MySQL database servers; additionally rewrote major parts of the codebase to improve scalability and reliability
- Assisted with phone screens, interviews, and staff hiring efforts; gained an acute sense of how to position a company to successfully identify, attract, and retain talented developers in the face of fierce competition

EDUCATION & ADDITIONAL INFORMATION

Research Fellow | Trinity Fellows Academy, Washington, DC metro area (2016-2017 sabbatical)

Awarded a scholarship to study applied philosophy, theology, and cultural critique

Completed a thesis exploring how the tech industry can better serve people, entitled "Startups, Love Thy Neighbor"

B.S. Degree, Computer Science & Economics | University of Pittsburgh, Pittsburgh, PA

Heavy focus on system architecture; also devised and conducted behavioral economics research

Mentor—[Fledge](#) (the "conscious company" accelerator) and [Jolkona](#) (social entrepreneurship program)

Outside interests—board games, flying (private pilot), artificial intelligence, psychology and behavior theory