

Software Engineer and Architect, Engineering Leader and Manager, Technical Program Manager

Chad Royal

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Sabbatical	Experimenter and Learner Focused on getting my hands dirty with technology again. This was learning and re-learning languages and platforms, and refreshing myself on engineering principles and algorithms. My areas of interest included software tools, digital logic and electronics, software emulators, and retro+embedded systems.	Aug '21 - Present
Zulily "A New Store Every Day"	Principal Engineer Defined and developed engineering principles and practices, in partnership with lead and principal engineers from across the technology organization. These included technology roadmaps, cloud architecture, open- and inner-source practices, and operational processes such as service tiers, service levels (SLO/SLA), and incident handling. Supported and worked within the Merch and Vendor Platform organization to define architecture, operational excellence, and developer experience.	Mar '20 - Jul '21
	Storefront Engineering Manager Led the engineering team that delivers the Zulily promise of "A new store every day" across mobile apps and web site. The team includes iOS, Android, Mobile Platform, and full-stack engineers. Responsible for all aspects of engineering lifecycle, including architecture, development, estimation, technical project management, release, on-call function, and post-release operational health. The apps and site satisfy almost 2 million daily active users.	Jan '17 - Feb '20
Disney Parks & Resorts "My Disney Experience" mobile apps	Manager, Mobile Engineering Managed teams of iOS and Android engineers responsible for the Walt Disney World My Disney Experience apps for iOS and Android. Responsible for all aspects of engineering lifecycle, including estimation, planning, architecture, development, and release. The apps deliver park guest experiences for mapping, park information, FastPass and dining reservations, park ticket and PhotoPass sales, Magic Band, and personal and family profiles.	Aug '15 - Oct '16
NBC News Digital Group Mobile and Device Applications	Senior Director, Device Development Built and led team of Engineers and program managers to deliver news applications for mobile and set-top (OTT) devices. Defined and delivered apps for iOS, Android, Roku, Xbox, Windows Phone, and Windows 8. Architected iOS and Android shared code and reusable frameworks for multiple apps. Managed dependencies across editorial, ad operations, creative, and several API/platform teams for successful app delivery. Defined server-side architecture for app provisioning and devops.	Sep '10 - Aug '15
Microsoft Corporation Silverlight and WPF Tools for Visual Studio 2008 and 2010	Program Manager Architect Defined and drove architectural features into WPF/Silverlight design tools in Visual Studio, including multi-targeting frameworks and versions. Defined and drove features, executed project management, implemented setup, and performed shipping and release management for several out-of-band releases across Silverlight Tools for VS, Windows Phone Developer Tools, Visual Studio, Silverlight, and Expression Blend. Performed customer-facing activities including conferences and briefings. Co-architect of compatibility strategy for the .NET Framework and Visual Studio.	Aug '05 - Sep '10
Visual Studio 2005 Core Team	Lead / Group Program Manager Oversaw feature definition, product scenarios, feature architecture, and engineering execution for project system, MSBuild, code editor, and code navigation features in Visual Studio. Co-designed and co-architected MSBuild, including a roadmap of features of enterprise-scale software production. Managed a team of Program Managers and their product areas.	May '02 - Aug '05

Windows Forms and Component Model for the .NET Framework v1.0 through v2.0	Lead Software Development Engineer Aug '98 - May '02 Managed a team of Software Engineers to deliver initial versions of the .NET Framework Windows Forms runtime and controls, Windows Forms designer, and .NET Component Model. Co-architected .NET Component Model, Visual Studio designer, and Windows Forms runtime. Explored, defined, and drove product definition, including scenario and customer definition, feature priorities, and partner requirements.
Java Compiler and WFC, Visual J++ Visual Basic 5.0 Enterprise Edition	Lead Program Manager Sep '95 - Aug '98 For Visual J++: Defined framework architecture and feature set for Windows Foundation Classes (WFC) runtime and designer, defined Microsoft's Java language extensions, managed engineering priorities and features for Java compiler. For VB 5.0 Enterprise Edition: Defined and prioritized Enterprise Edition features, including data access, remote automation and Distributed COM interop, Microsoft Transaction Server and Microsoft Message Queue services integration into VB.
Microsoft Consulting Services	Senior Consultant Feb '92 - Sep '95 Helped Microsoft's largest customers with development and architecture on Windows. Developed custom device drivers, developed and evolved business intelligence and LOB applications, taught and lead engineering teams in Microsoft Solutions Framework.
Various Taking any opportunity to put hand to keyboard	Software Developer Jun '85 - Feb '92 Developed business and utility applications for MS-DOS and Windows, including oil exploration and hydrocarbon engineering, process automation, Windowing UI and console I/O frameworks, TSR framework, video library automation, reverse-engineering, public utility billing, accounts receivable, disk partition utilities, and diskette copy protection system, using C, C++ and Assembly.