

# Craig Hobbs

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## Software Development Leader

Experienced software development manager and software developer with a passion for building effective software teams and systems.

- 15 years experience managing software development teams
- 20 years C/C++ software development experience
- 10 years Python software development experience
- Other: JavaScript, HTML, CSS, Java, C#

## Experience

### Senior Director, Engineering

Zillow Group, Seattle, WA  
2/2017 - 5/2019

Director of Engineering responsible for Zillow Home Loans, Zillow Mortgages (marketplace), and Mortech.

- Managed three geographically distributed software development teams.
- Launched Zillow Home Loans with revamped technology stack.
- Led technical due diligence for Mortgage Lenders of America acquisition (completed 11/2018).

### Senior Development Manager

Zillow Group, Seattle, WA  
4/2012 - 2/2017

Software Development Manager for Zillow Mortgages.

- Managed team of 6 developers.
- Transitioned legacy Java web application to Python back-end web services and React client-rendered front-end application.
- Led technical due diligence for Mortech acquisition (completed 11/2012).

### Software Development Manager

Cisco Systems, Seattle, WA  
8/2008 - 11/2011

Development manager of Cisco Home Networking Platform team.

- Managed team of 4-5 developers.
- Architected and developed embedded JSON web services framework in Lua and C.
- Architected and developed HNAP Development Kit, a validating client/server web services toolkit.

### Lead Software Development Engineer

Cisco Systems, Seattle, WA  
2/2008 - 8/2008

Development manager of Pure Networks Platform team. Acquired by Cisco.

- Managed team of 4-5 developers.
- Managed Pure Networks Platform release cycles ensuring timely delivery of platform features to licensees (e.g. Cisco) and internal customers (e.g. Network Magic).
- Technical point of contact for Pure Networks Platform licensees. Worked with business development team to pitch the Pure Networks Platform to potential partners.

### **Lead Software Development Engineer**

Tableau Software, Seattle, WA

7/2005 - 12/2007

Development Lead for Tableau Desktop team.

- Managed team of 3-5 developers.
- Managed Tableau Desktop product requirements, feature definition, and development schedules.
- Architected and developed annotation feature using C++ -- Visio-like smart shapes, rendering surface, hit-testing, selection, and abstract handle architecture.
- Designed and developed packaged workbook feature using C++ and zlib. Created packaged workbook APIs using C++ for Tableau Server.

### **Senior Software Development Engineer**

Microsoft, Seattle, WA

9/2000 - 4/2004

Responsible for Visio ShapeSheet Engine (SSE), binary file format, drawing/shape merge, placement and routing.

- Invented and implemented SSE geometry functions using C++.
- Invented and implemented SSE SetAtRef and Bound functionality using C++.
- Implemented curved dynamic connector (with obstacle avoidance) using C++.
- Added new sections, rows, cells, functions, enumerations, and types using C++.

### **Lead Software Development Engineer**

Rivals.com, Seattle, WA

11/1999 - 9/2000

Development Lead for Rivals.com website development team.

- Managed team of 4 developers.
- Designed and developed Rivals.com website template builder architecture using C++ and Javascript.
- Developed several website modules including ad module and story modules using Javascript.
- Developed live Major League Baseball scores page using Perl and Javascript.

### **Software Development Engineer**

Visio Corporation, Seattle, WA

6/1997 - 11/1999

Software developer on Visio Engine Placement and Routing Team.

- Responsible for development of graph object and integration with Visio engine using C++.
- Designed and developed custom properties and size and position windows in C++.
- Designed and developed dialog sub-system and viewer in C++.

### **Software Development Engineer**

Hughes Information Technology Systems, Aurora, CO

2/1996 - 5/1997

- Architect on Java distributed agent research project.
- Developed C++ GUI (X/Motif) code generation tool in C++.

### **Software Development Engineer**

Quark, Inc., Seattle, WA

6/1993 - 2/1995

Member of QuarkXPress for Windows development team.

- Designed and implemented context sensitive help support in QuarkXPress in C.
- Developed software to produce disk sets in C++.

## Patents

Hobbs, C., LeGendre, S., Fuhr, R. "[System and method for placing splines using refinement and obstacle avoidance techniques](#)" - US Patent No. 6650328, 2003

Hobbs, C. "[A Method for Formulaically Redirecting and Modifying Formula Set Operations in a Spreadsheet](#)" - US Patent No. 7444584, 2008

Hobbs, C. "[Functions acting on arbitrary geometric paths](#)" - US Patent No. 7612776, 2009

## Education

*Masters of Business Administration (MBA), Technology Management, 2007*  
University of Washington, Seattle, WA

*Bachelor of Science (BSc), Electrical and Computer Engineering, 1993*  
University of Colorado, Boulder, CO