

David Lewanda

Robbinsville, NJ | 856-261-7761

david.b.lewanda@gmail.com

<http://www.linkedin.com/in/dlewanda> | <http://github.com/dlewanda>

OVERVIEW

I am an experienced technology leader committed to developing world-class solutions. With over twenty years of professional experience, I have worked productively in a variety of different industries, including mobile, consumer electronics, streaming media, and e-commerce. I have thrived in many different environments from early stage startups to large multinational corporations. My number one goal has always been to deliver high-quality products while staying on schedule and within budget. I have led teams, collaborated with executive leadership, and partnered with external stakeholders to define, architect, and implement outstanding applications and systems. I have successfully managed both technology and people to deliver products loved by users at scale. I am looking for a role where I can use my experience to drive strategy and organizational structure.

PROFESSIONAL EXPERIENCE

Diamond Kinetics | Pittsburgh, PA (Remote) | July 2022 - Present

The Trusted Youth Training Platform of Major League Baseball. Helping youth baseball and softball players get better and have fun doing it. Powering the sidelineHD live streaming experience for parents of youth sports participants.

Director of Software Engineering

Serving as the right-hand person to the CTO as we plan out company growth and organizational structure

- Leading the engineering efforts for the Product Development team, with reports across the full stack of technology, including backend, web, and mobile engineers and QA
- Delivering an entirely new experience for youth baseball and softball players, including implementing in-app purchase of a subscription product and integration of a custom Bluetooth bat sensor
- Led the team to implement and launch our **SmartMotion** technology using **Computer Vision** and **Machine Learning** to use the front-facing camera of the user's device to detect a baseball or softball swing for training purposes and to compare it against Major League Baseball players' swings acquired through our partnership with MLB
- Created a robust release cycle for regular and stable releases of the **Diamond Kinetics** iOS app by driving organizational change to bring rigor and predictability to the full software development lifecycle; during the first year of the new product I **increased our rate of delivery of the mobile app from monthly to weekly** through instituting more thorough processes for grooming requirements, implementing and testing software deliverables
- Responsible for hiring across all technical disciplines on my team, filling roles in mobile, web, backend, and QA
- Working directly with executive leadership to craft and execute against an engaging roadmap for our new product experience
- Implementing my proposed three squad approach to support our growing product lines across two separate verticals and leading a platform team to enable consistency, improve developer efficiency and encourage technology reuse
- Forming a brand new QA organization tasked with testing and assuring quality across the portfolio of Diamond Kinetics products
- Leveraging my past experience with Major League Baseball, I led the efforts to integrate DK's **Diamond Decisions** game into the **MLB Play** surface which drove a brand new source of traffic to our fledgling app, **increasing daily usage by 50%**
- Built the initial prototype that evolved into the Diamond Kinetics on-site **Swing Match** application that was provided to multiple Major League Baseball clubs to improve their youth engagement through sponsorship with local businesses and **MLB's Play Ball Weekend**

Major League Baseball | New York, NY | January 2017 - June 2022

Director, Software Engineering | May 2018 - June 2022

2021 - 2022

Directed the **MLB App Platforms** team of 13 individual contributors, including iOS, Android, and full-stack developers.

- Delivered the platform and services for the MLB App across iOS and Android by implementing internal tooling to allow for remote configuration to allow product and mobile operations teammates to update the apps outside of an app release, enabling seamless progression through the changes necessary during the baseball season
- Developed and executed a plan for Scaled Mobile App Development that allowed for multiple teams to contribute in concert to the same mobile apps efficiently and predictably
- Collaborated with feature teams across three key business verticals to deliver timely releases of the keystone digital product for Major League Baseball

2018-2021

Led the engineering efforts for the **MLB App** across the **Apple ecosystem** (iOS, watchOS, and tvOS platforms) where I was responsible for a team of 18 with 16 reports, (7 direct individual contributors, 1 manager with 4 reports, and 4 contractors) as well as 2 QA resources across the mobile and set top products

- Reduced the crash rate for the keystone MLB App **from 7% to 1.1%** within two years across 2M+ daily active users using Firebase crash reporting and NewRelic observability tools
- Leveled up a report from an individual contributor to a manager reporting to me to add organizational depth
- Enabled the MLB.tv tvOS team to rewrite the app within a 10-month window for consistent user experience to align with the other MLB.tv platforms
- Aligned the mobile and set top teams, which had previously been disparate efforts, for improved code reuse and consistent processes
- Delivered a refreshed look and feel and rebranded the app that served as **the main touchpoint for baseball fans during the COVID-19 season** where fans could not attend games in person
- Partnered with **Apple** to develop examples of new features for Apple Watch and SiriKit prior to official announcements

Principal Software Engineer | January - May 2018

Senior Software Engineer | January - December 2017

Additional experience details available upon request

SKILLS

Leadership	Agile methodologies and processes, recruiting, hiring, performance management, organizational structure
Programming Languages	Swift, Objective-C, C++, C, Java, JavaScript, Unix Shell (sh/bash, sed, awk)
Operating Systems	Apple Platforms (iOS/iPadOS, tvOS, watchOS, macOS), Android, Linux
Software Development Tools	Xcode, Android Studio, Git, GitHub, JIRA, Confluence, Trello, Firebase, AWS, Google Cloud

EDUCATION

Lehigh University	Bethlehem, PA	Master of Science - Computer Engineering	3.96 GPA	2003
Lehigh University	Bethlehem, PA	Bachelor of Science - Computer Engineering	3.79 GPA	2002