David Lewanda

Robbinsville, NJ   david.b.lewanda@gmail.com   856-261-7761

http://github.com/dlewanda   http://www.linkedin.com/in/dlewanda   https://dlewanda.github.io

OVERVIEW

I am a technology-focused engineering leader with over twenty years of experience committed to developing world-class solutions. I have been employed for a number of well-respected companies including Major League Baseball and Samsung, across sports, mobile, consumer electronics, streaming media, and e-commerce in early stage startups to large multinational corporations. I have managed as many as 18 engineers throughout the stack including mobile, web frontend, and backend, Developer Operations and Quality Assurance. I lead product development teams, drive resource allocation, define roadmaps, architect systems, and implement outstanding applications in collaboration with the executive team and external stakeholders. I have launched brand new applications within a year of conception and ensured they successfully served their users and met required quality metrics. Under my leadership, my teams have delivered mobile apps loved by millions of daily users at scale.

PROFESSIONAL EXPERIENCE

Miami Marlins | *Miami, FL (Remote)* | *April 2025 - Present*

Director of Baseball Applications

Responsible for the suite of internal applications for the Baseball Operations department to "Get Better Players, Get Players Better"
- Lead a full-stack team to build, deploy, and maintain the internal Atlantis application that is used by all members of the organization responsible in scouting, evaluating, and developing baseball players throughout the Marlins' organization, across the twenty-nine other MLB teams, and amateurs and professionals who may be drafted, signed, or otherwise acquired to play for the major league club or any of our affiliates by contributing to technical decisions, architecture and code as necessary
- Recruit, hire, and manage the team, including engineers and product designer
- Serve as the Product Manager, working closely with the Lead Product Designer to interface with stakeholders to gather and distill requirements and prototype concepts for the applications that will be built by the team
- Provide the Program Management function for the team, serving to coordinate delivery and communication throughout the organization as to the state of the development of the suite of applications
- Manage external relationships with contract resources to augment the internal team's capacity to deliver functionality, especially around maintaining legacy systems that the organization had in place prior to joining

Diamond Kinetics | *Pittsburgh, PA (Remote)* | *July 2022 - February 2025*

Director of Software Engineering

Led engineering of the Product Development team for mobile and full-stack engineering, including resource allocation, hiring efforts of multiple full-time and contracting resources

- Defined and implemented cross-domain squad-based approach to be able to tackle multiple threads of work
- Instituted Agile methodology, issue management, and source code control processes best practices
- Created the first formal QA organization across the portfolio, including mobile and web applications
- Contributed to the iOS code base in Swift, leveraging the latest APIs and technologies, including SwiftUI
- Instituted CI/CD processes using GitHub Actions and Xcode Cloud

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

Director, Software Engineering - Mobile Platforms | July 2021 - June 2022

Directed the **MLB App Platforms** team of 13 individual contributors, including iOS, Android, and full-stack developers.
- Led the team responsible for building the platform on which Major League Baseball delivers its exciting and unique product to baseball fans around the world

- Conceived and implemented a scaled app development model to enable multiple product verticals to deliver features reliably and predictably
- Defined mobile application architecture, shared component governance, CI/CD, Observability, Engineering Quality Metrics, middleware and platform services in cloud services to reduce complexity in client applications, test automation and infrastructure and overall quality assurance
- Managed eight mobile and two full-stack developers along with a project manager and two test engineers
- Facilitated the communication between the leads of two separate product vertical teams on each of the iOS and Android mobile MLB App products as well as supporting our Apple tvOS and Android Fire TV apps
- Worked closely with product owners, project managers and executive leadership to deliver on the vision of bringing baseball to our fans 24/7/365!

Director, Software Engineering - MLB App, Apple Platform | July 2021 - June 2022

Led the engineering efforts for the **MLB App** across the **Apple ecosystem** (iOS, watchOS, and tvOS) 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 in multiple physical locations

- Served as director for the keystone app for fan engagement and content streaming apps for Major League Baseball on Apple platforms (iOS, iPadOS, watchOS, tvOS), leading development efforts for the MLB App, the #1 app for live baseball, and the MLB App for Apple TV, responsible for managing a development team of engineers split across both projects in three separate locations (NYC, Boulder, CO and San Francisco) as well as Test Engineering and Quality Assurance functions
- Modernized the iOS app, reducing the crash rate from 7% to 1.1% during my tenure while also leading the team through a rewrite of the tvOS app using the latest Apple technologies
- Interfaced with product, design and executive stakeholders to ensure a stable and consistent user experience across the product line
- Orchestrated the recruiting effort to grow the team from three full-time engineers to twelve after MLB divested the BAMTech division to Disney and sourced and onboarded contract developers to further augment the team capacity
- Managed the two-person engineering team working on First Pitch, the app for driving fan engagement with Minor League Baseball and directed the team through development of a cross-platform iOS and Android app written in Swift and Kotlin respectively

Principal Software Engineer | January - May 2018

Senior Software Engineer | January - December 2017

Various Companies | NJ, PA, NYC | June 2003 - December 2016

Additional experience details available upon request

SKILLS

Leadership	Agile methodologies and processes, recruiting, performance management, organizational structure, strategic planning, product and program management
Programming Languages	Swift, Objective-C, TypeScript, C++, C, Java, Kotlin
Operating Systems	Apple Platforms (iOS/iPadOS, tvOS, watchOS, macOS), Android, Linux
Software Development Tools	Visual Studio Code, Xcode, Android Studio, Git, GitHub, JIRA, Confluence, Notion, Firebase
AI Tools	Warp, ChatGPT, Codex, GitHub CoPilot, VS Code CoPilot
Cloud Providers	AWS, GCP

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