Donald Richardson

Expert leadership in modern technology systems

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SUMMARY

Technical leader with over 20+ years of industry experience and 7+ years of leadership experience. Dedicated to the craft of the art of the possible, combining critical business thinking, empathetic communication, and deep technical expertise. Committed to being a foundational partner and team-member in a growth-driven, forward-thinking company.

PROFESSIONAL EXPERIENCE

Platform Technology Director

Gensler   10/2021 - 03/2023   New York, New York - Remote

- Responsible for technical research, synthesis and analysis for core software product
- Represented technical expertise for short-, mid-, and long-term business goals and product go-to-market strategy
- Established software development standards, technology ecosystem, and pipeline from the ground-up to build a new team and capability within the company
- Defined and documented a robust software development lifecycle (SDLC)
- Detailed definition of system architecture and delineation of product requirements and user stories
- Responsible for security, privacy, and compliance requirements

Creative Technology Director, New York Studio

Gensler   07/2018 - 10/2021   New York, New York

- Responsible for managing the technical aspects of digital experience projects from inception to production to sustainment
- Responsible for technical project management including planning, budgeting, stakeholder communication, team building, and team management
- Responsible for software architecture, information architecture, data modeling, and the development of critical or high-touch components for project work
- Led or significantly contributed to dozens of projects, many for Fortune 500 clients, totalling in 35M+ of revenue
- Worked closely and created strategic partnerships with external parties and vendors
- Grew and mentored and team members

System Architect & Engineer

C&G Partners LLC   07/2017 - 07/2018   New York, New York

- System architecture for a large-scale project for a cultural institution in DC
- Establishment of information architecture & data model for over a dozen interactive experiences
- Implementation of backend including headless CMS content distribution functionality, 3rd party data aggregation, management & moderation of user generated content, and more
- Implementation of devops functionality including CI/CD, software deployment, & configuration management

Digital Experience Developer

Red Paper Heart   03/2017 - 07/2017   New York, New York

- Creation of a tennis swing tracking system for an interactive game for Samsung
- Web-based tablet experience for an interactive experience for an event sponsored by Ford Motors

Technical Consultant

Art Institute of Chicago   10/2016 - 03/2017   New York, New York - Remote

- Stakeholder research & requirements synthesis for website modernization
- In-depth technical audit of relevant internal systems
- Proposal of a modernized technical architecture to allow for better integration of components, better scalability & modularity
- Plan & documentation for implementation of modernized system

Technical Director, New York Studio

Second Story Interactive Studios   10/2015 - 10/2016   New York, New York

- Put in place technical process, standard architecture, & coding conventions for software development throughout the lifetime of the project
- Established strategic relationships with vendors & partners
- Responsible for technical hiring & resourcing

Technical Lead

Second Story Interactive Studios   10/2013 - 10/2015   Portland, Oregon

- Managed the technical aspects of numerous industry-leading and award-winning projects on-budget and on-time

SKILLS

Management Skills

- Visioning & Alignment
- Stakeholder Communication
- Agile / Lean
- Budgeting & Forecasting
- Team Building
- Go-to-market Strategy
- Product Ownership & Management
- Project Management
- Process Definition & Standards

Technical Skills

- System Architecture
- Documentation & Diagramming
- DevOps Pipeline
- Security/Privacy/Compliance
- Agile Development
- Infrastructure / IaC
- Cloud
- Software Development
- Testing
- SDLC
- Hardware Specification

Front-end Web Technologies

- Typescript
- ESNext
- Webpack
- Vite
- HTML
- CSS
- Sass/Less
- Tailwind
- React
- Redux
- Recoil
- SSR
- Accessibility
- Security
- WebGL
- Three.JS
- Electron

Other Front-end Technologies

- TouchDesigner
- Cinder
- OpenFrameworks
- OpenGL

Full-stack Developer / Interactive Developer / Sr. Interactive Developer

Second Story Interactive Studios   08/2009 - 10/2013   Portland, Oregon

- Software architecture and development from backend and devops systems to web, mobile, desktop, and high-performance OpenGL applications

Full-stack Developer

Full-time roles at multiple companies   2003 - 2009   Portland Oregon

- Web application development
- UI/UX feasibility analysis
- Feature prioritization
- Bug fixes
- Change management
- E-commerce
- Prototyping

Bachelor of Science, Mathematics

Portland State University

2000 - 2006   Portland, Oregon

DevOps

IaC   **Terraform**   **Pulumi**

Configuration Management   **Puppet**

SaltStack   **SCM**   **Git**   **Subversion**

CI/CD   **Github Actions**   **Observability**

New Relic   **Feature Flags**

Artifact Repository   **Nexus**

Documentation   **C4**   **Atlassian**

Back-end Technologies

Python   **C#**   **C++**   **Typescript**

Node.js   **Cloud**   **Serverless**   **AWS**

SQL   **PostgresQL**   **MySQL**

Stored Procedures   **NoSQL**   **MongoDB**

REST   **Swagger**   **GraphQL**   **Apollo**

Testing   **Jest**   **Cypress.io**   **Cucumber**

Messaging   **RabbitMQ**   **Django**

Express/Koa   **Docker**

AWS Technologies

Lambda   **EC2**   **S3**   **VPC**   **API Gateway**

Cloudfront   **DynamoDB**   **AmazonMQ**

SNS   **SQS**   **Route53**   **Load Balancing**

IAM   **Cognito**

Other

IoT   **Arduino**   **Raspberry PI**

Depth Sensors