Don McCaughey

[linkedin.com/in/donmccaughey][1]
don@donm.cc
+1 (415) 793-1166

I'm a software engineer with strong technical, leadership and organizational skills. I build high performing, collaborative, cross-functional teams that focus on sustained, regular delivery of value to customers.

[1]: https://www.linkedin.com/in/donmccaughey/

Selected Experience

United States Digital Service

Remote
2023 to present
Digital Services Expert

I'm working with the United States Digital Service to help agencies across the federal government build and improve their software systems in order to deliver a better government experience to millions of people.

Cruise

San Francisco, CA
2022 to 2023
Staff Software Engineer

I joined the fleet management team supporting Cruise's rapidly growing fleet of autonomous vehicles.

- Worked on complex cross-functional integration efforts to deliver automatic firmware updates for Cruise's new Origin vehicle.
- Drove efforts to improve engineering culture and standards.
- On-boarded and mentored new engineers as the team doubled in size.

Truework

San Francisco, CA
2019 to 2021
Engineering Manager

I was the first engineering manager at this early stage fintech startup.

- Established a fast and lightweight weekly planning and delivery cycle that increased engineering velocity and predictability.
- Doubled the team to 15 engineers, hiring across all experience levels.
- Guided delivery of key features, including public SDKs, SSO, tools for 80+ person back office team and payroll provider integrations.

Copper CRM

San Francisco, CA
2016 to 2019
Principal Software Engineer
Engineering Manager
Senior Engineering Manager

I joined Copper as the sole developer for their native iOS app. I became manager of the mobile team and infrastructure team.

- Established a regular release cadence and shipped many new features.
- Grew the mobile team from two to six engineers and fostered a collaborative, cross-functional team culture.
- Doubled the rate of web app releases through a release improvement process.

Able Pear Software

Burlingame, CA
2008 to 2016
Founder and Principal Developer

I ran a small software development firm. Interesting projects included:

- **Square**, 2012 - *iPad integration with point-of-sale (POS) hardware*
  Built an iOS library linking the Square POS app with the Square Stand. Worked with the app team and embedded software team to create APIs and communication protocols. Built engineering test applications.

- **Facebook, Skype, Pivotal Labs**, 2011 - *Skype app for unreleased phone*
  Created a Skype client for a mobile OS built on an Android core. Worked with Skype and Facebook engineers to integrate the Skype client library with the phone's custom UI toolkit built atop HTML, CSS and JavaScript.

- **BMW**, 2009-2010 - *first iPhone integration for the [BMW Mini][2]*
  Designed and implemented a unique proxy to direct HTTP connections from the app to the [automotive head unit][3] over the phone's 30 pin connector. Worked with embedded engineers to design a communication protocol. Built tools in C++ to diagnose intermittent data corruption. Implemented simple flow control to work around deficiencies in the underlying [iAP protocol][4].

[2]: https://apps.apple.com/us/app/id1519458349
[3]: https://en.wikipedia.org/wiki/Automotive_head_unit
[4]: https://en.wikipedia.org/wiki/List_of_Bluetooth_profiles#iPod_Accessory_Protocol_(iAP)

Education

- **Stanford University** - One year of graduate study in mechanical engineering; focus in smart product design (ME 218).

- **New Jersey Institute of Technology** - BS, Mechanical Engineering.

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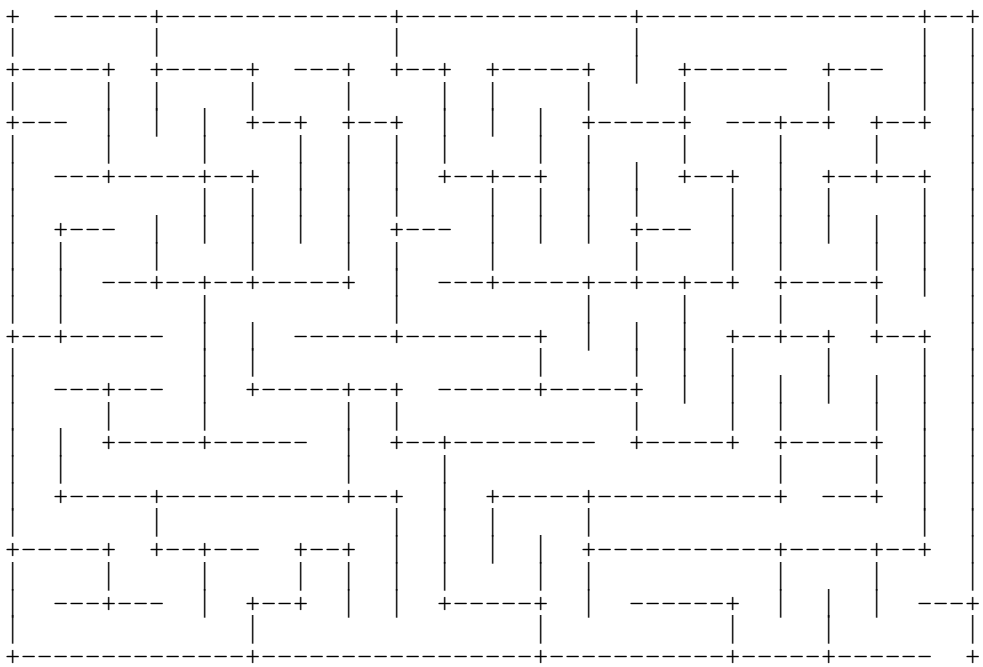

https://donm.cc/maze/ finish

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