Don McCaughey

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I'm a software engineer with strong technical, leadership and organizational skills. After several years adding management to my skill set, I'm looking to have impact through technical leadership, system design and hands-on coding.

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

Selected Experience

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 to increase engineering velocity.
- Doubled the team to 15 engineers, hiring across all experience levels.
- Guided the team through delivery of key features that moved the business forward, including our external API and SDKs, SSO for customers, improved internal tools for our 80+ person back office team and integrations with major payroll providers (ADP, Gusto, Zenefits).

Copper CRM

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

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

- Revived a moribund iOS codebase and established a regular biweekly release cadence.
- Shipped a steady stream of new features while improving code quality, adding automated tests, fixing bugs and reducing crashes.
- Grew the mobile team from two to six engineers and fostered a collaborative, cross-functional team culture.
- Streamlined daily git use for forty engineers by implementing git workflow improvements.
- Advised and coached the QA team on test automation which cut QA time in half.
- Doubled the rate of web app releases through a release improvement process.
- Designed the architecture of complex mobile features and advised the team on implementation.

Able Pear Software

Burlingame, CA
2008 to 2016
Founder and Principal Developer

I ran a small software development firm focused on mobile apps. 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 test applications used by the hardware and software teams.
- **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 engineers to integrate the Skype client library. Worked with Facebook engineers to integrate with the device's HTML and JavaScript user interface.

- **BMW**, 2009–2010 – _first iPhone integration for the [BMW Mini][2]_
  Starting with BMW's prototype iPhone app that used HTTP to connect to the
  [automotive head unit][3], I designed and implemented a unique proxy to
  direct HTTP connections from the app to the head unit over the phone's 30 pin
  connector. Worked with embedded engineers to design a communication
  protocol. Built a C++ echo server running on the head unit 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)

Personal Projects

- [macOS Installer Packages][5] for missing Unix command line utilities.
- [Objective-C Tuesdays][6], tutorials on the basics of C and Objective-C.
- [C-evo-X][7], maintainer of a Civilization-inspired Windows strategy game.
- [ManOpen][8], maintainer of a macOS man page viewer.
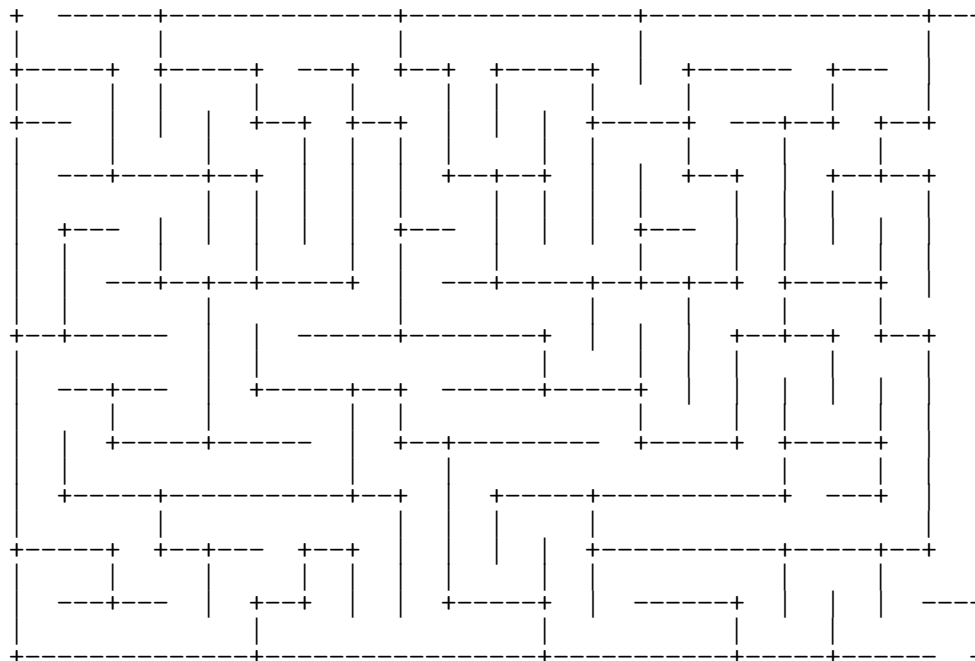- [Plug][9], an Objective-C framework for building TCP services.

[5]: https://donm.cc/macos_packages/
[6]: https://donm.cc/objective-c_tuesdays/
[7]: https://github.com/donmccaughey/C-evo-x
[8]: https://github.com/donmccaughey/ManOpen
[9]: https://github.com/donmccaughey/Plug

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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updated 16 March 2022