Don McCaughey

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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

Cruise

San Francisco, CA
2022 to present
Staff Software Engineer

I'm working cross-functionally with the Fleet Health and Fleet Efficiency teams
to help move our engineering culture and standards towards a focus on quality
and stability.

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.
- Doubled the team to 15 engineers, hiring across all experience levels.
- Guided the delivery of key features, including public API and SDKs, customer
  SSO, improved internal tools for 80+ person back office team and integrations
  with major payroll providers.

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 later the infrastructure team.

- Revived a moribund iOS codebase, established a regular release cadence,
  improved quality and shipped a steady stream of new features.
- Grew the mobile team from two to six engineers and fostered a collaborative,
  cross-functional team culture.
- 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.

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 engineering test applications.
- **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
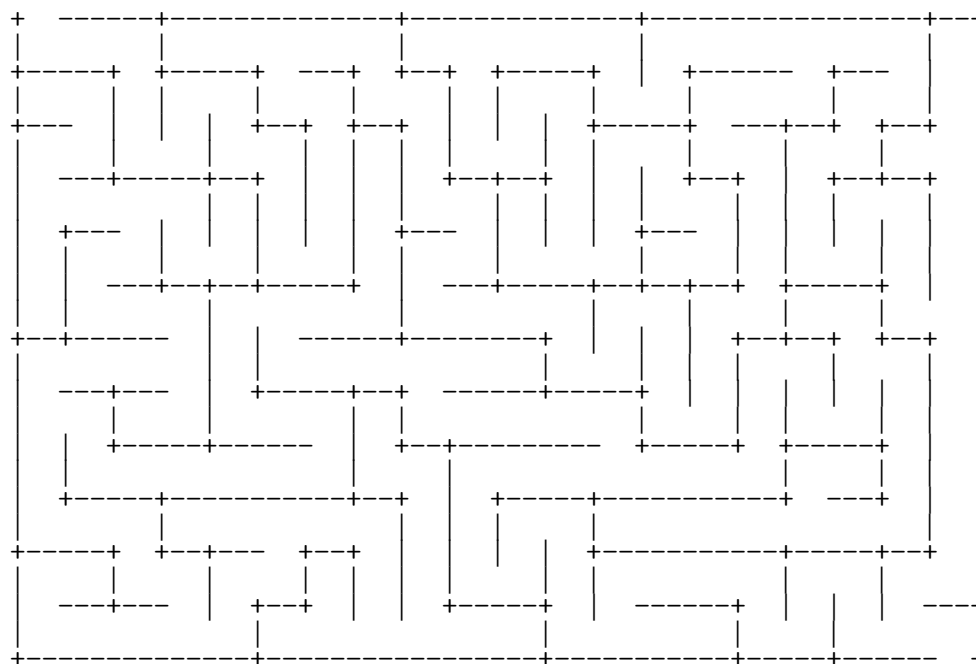[8]: https://github.com/donmccaughey/ManOpen
[9]: https://github.com/donmccaughey/Plug

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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https://donm.cc/maze/   finish

updated 22 July 2022