Evan Tahler

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OBJECTIVE

To use my **Software Engineering**, **Product Management**, and **Leadership** skills to build the teams that create **world-class Digital Products.**

EXPERIENCE

Director of Engineering / Staff Engineer @ **Airbyte**   2022 - Present

I manage the Sync Foundations engineering organization - including Platform Move (job orchestration), Connector Operations (management of a 400+ connector catalog), Database Sources, and Destinations (reading and writing from-and-to high-throughput DBs, data warehouses, and lakes). I'm particularly proud of our cross-team efforts on the Airbyte Protocol, reliability, checkpointing, and our connector developer DX. I am responsible for multiple engineering teams and an organization of ~25 engineers.

CTO & Co-founder @ **Grouparoo** (Acquired by Airbyte)   2019 - 2022

I was the CTO and co-founder of Grouparoo, a reverse-ETL company building tools that make it easy to sync and use your data everywhere. Hired, mentored, and managed a team of engineers & contractors. Designed, built, and deployed our open-source and hosted SaaS product(s). Worked with co-founders to build our own brand along with the reverse-ELT sector. Grouparoo raised a 3M$ seed-round and was later acquired by Airbyte.

Chief Product Officer @ **Voom** / **Airbus A^3**   2016 - 2019

As a member of the founding team, I grew Voom from our start in the A^3 incubator into an international airline offering helicopter travel in 3 countries. As CPO and member of the Executive Team, I was ultimately responsible for our digital products, including the engineering, design, & product teams, and their budget, vendors, and suppliers. I launched Voom in our first markets, grew the team from 0 to 25, and released the first versions of our websites and apps. Additionally acted as CTO & CIO.

Director of Technology @ **TaskRabbit**   2012 - 2016

I created and maintained the platform that kept taskrabbit.com and our partners up and running. I led the development of new tools and managed internal teams and vendor relationships. I was responsible for our infrastructure with a focus on uptime, security, devops, continuous deployment, business intelligence, and service-oriented architecture. This included procurement, budget, planning, and team development.

Founder & CEO @ **Delicious Hat**   2008 - 2018

Delicious Hat is a Web Technology Development and Consulting firm which I founded. We focused on Product Management, Marketing Automation, Application Design, System Architecture, and DevOps. We have experience working both with startups and enterprises to create and scale B2B and B2C products. Notable clients include: Airbus, The Department of Veterans Affairs (VA), and The Andy Warhol Museum.

Technical Product Manager / **Lead Software Engineer** @ **ModCloth**   2010 - 2012

At Modcloth I built data products - both consumer-facing and back-end tools using Agile and TDD methodologies. I managed the roadmap and features for custom data warehousing tools & infrastructure, along with predictive modeling and recommendation apps. I was also responsible for blog and media operations.

Vice President of Technology & **Co-Founder** @ **Evil Genius Designs**   2009 - 2010

Oversaw the technical direction at a gaming & technology startup. I drove architectural, design, and implementation for client work and internal projects. I hired & managed a team of 8 employees. We created systems to support thousands of concurrent real-time users, analytics, payment, and geolocation services for a multi-platform phone (SMS and voice) gaming system. Clients included Disney, Penny Arcade, and Harrah's Casinos.

System Designer / Architect @ **The Walt Disney Company**   2007 - 2009

I designed and developed new prototypes, products, and systems for home theater interactivity, focusing on the Blu-ray platform. My work included production, software development, creative, and technical design along with vendor selection and management. I shipped over 20 Blu-ray, Digital Copy, and web-based products, including the launch of a social network.

EDUCATION

- Masters of Entertainment Technology   **Carnegie Mellon University**   Class of 2008
- Bachelor of Science in Mechanical Engineering   **Carnegie Mellon University**   Class of 2006

HONORS

- Speaker at numerous technology conferences on Node.JS, Redis, Data Engineering, and DevOps.
- Hack Day winner, multiple times, at multiple companies
- Inventor on 7 United States and related International Patents in the digital media sector
- Disney Imagineering "Imaginations" Theme Park Design Finalist
- Eagle Scout