Glynn Foster

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Summary

I am a Technical Product Manager with a strong foundation in software development and a passion for driving impactful web-based solutions. With hands-on expertise in many AWS services, Python, and ETL (Athena, Python, Pandas, Jupyter) processes, I bring a unique blend of technical ability, traditional and non-traditional product management skills to every project.

My leadership experience spans managing cross-functional engineering and design teams, ensuring seamless collaboration and efficient delivery within Agile frameworks. I excel at bridging the gap between technical and non-technical stakeholders, fostering clear communication, and aligning teams around shared goals.

Career history

Product Design and Development Manager at Montoux
Jul 2018 - Present (6 years 4 months)
Responsible for all product management activities (product definition, roadmap, execution) for the Montoux platform, an actuarial modelling runtime hosted in AWS. Performed extensive hands-on technical skills including data processing/ETL and analytics, infrastructure rollout and customer support. Strong hands-on skills in many different AWS services, Terraform, Ansible and Python (Pandas). Worked with in house design of SaaS platform and coordinating feedback from customers.

Contract Developer at Problem-Attic
June-Aug 2018, Sep 2022 -Jan 2023
Took on some infrastructure modernisation work for Problem-Attic, an online education assessment platform, converting legacy Ruby and Puppet orchestration over to Ansible and performing some Ubuntu operating system upgrades to a newer version.

Product Developer – SPARC/Solaris IaaS at Oracle
Aug 2015 - Oct 2017 (2 years 3 months)
Development lead for SPARC Model 300 dedicated IaaS compute service in Oracle Cloud.

Principal Product Manager at Oracle
Feb 2010 - Oct 2017 (7 years 9 months)

Driving product definition, competitive intelligence and go to market strategy. Deep focus in key emerging computing trends – cloud, lifecycle management, and configuration management, working closely with engineering teams. Extensive hands-on enterprise level experience - both software and hardware. Prolific technical writer.

Product Manager at Sun Microsystems
Jun 2005 - Feb 2010 (4 years 9 months)

Delivering product definition and strategy, community creation and adoption for the OpenSolaris community, working closely with Ian Murdock and the development teams.

Developer at Sun Microsystems
Oct 2000 - Jun 2005 (4 years 9 months)

Desktop Engineer for the GNOME desktop environment - mixed C and Python development. GNOME foundation board member. Organised several GNOME user/developer conferences. GNOME release team member. Maintained several GNOME desktop components.

Skills

Product Management: Roadmap Creation & Prioritisation, Agile & Sprint Management, Technical Writing & Presentations, User Analytics

Technologies: Linux/UNIX, Enterprise Cloud (IaaS/PaaS), Git, Web Frameworks, Terraform, Ansible

AWS Cloud: (S3, EC2, ECS, Lambda, Athena, DynamoDB, API Gateway, AppSync, CloudWatch, IAM)

Python: Pandas, NumPy, Jupyter

Education

1st Class Hons Bachelor of Mathematics from Trinity College Dublin (Ireland)
Finished 2000