

Itay Neeman

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Summary

Experienced technical leader, manager and engineer, with broad experience in building products from inception to delivery, using a wide variety of technologies. Proven ability to grow and develop teams, improve processes and lead to successful product delivery.

Education

University of Washington

M.S. IN COMPUTER SCIENCE

Seattle, WA

Sept. 2010 - June 2012

Brown University

B.S.C. IN COMPUTER SCIENCE, B.A. IN ECONOMICS

Providence, RI

Sept. 2004 - May 2008

Oxford University

VISITING STUDENT AT ST. EDMUND'S HALL / OXFORD COMPUTING LABORATORY

Oxford, UK

Jan. 2007 - June 2007

Experience

Splunk

Seattle, WA

DIRECTOR OF ENGINEERING

2013 - PRESENT

- Engineering leadership for the Seattle office, drove growth from four people to over sixty today, including interviewing a majority of the office.
- Managed, hired and developed a team of engineers ranging in seniority from junior to principal engineers.
- Driving technical and product strategy for Splunk for the Developer Platform.
- Led and architected several critical technical initiatives, including HTTP ingestion, Splunk's KV Store, and improvements to Splunk's manageability and scalability.
- Global engineering release lead for multiple releases of Splunk's flagship product, Splunk Enterprise.
- Initiated and drove multiple cross-organizational initiatives to improve Splunk's engineering process, such as source control, code reviews, continuous integration and interviewing.
- Part of several technology and architecture evaluations, both internal and external, for forward-looking initiatives.
- Regular interaction with customers for technical enablement, roadmap and support discussions.

Splunk

Seattle, WA

SENIOR SOFTWARE ENGINEER

2011 - 2013

- Founding engineer of Splunk's Seattle, the first office out of the Bay Area.
- Led technical direction and architecture for our Developer Platform initiative, including Splunk's SDKs, Tooling and Web Framework.
- Lead developer for several of our SDKs and the Splunk Web Framework.

Microsoft

Redmond, WA

SOFTWARE DESIGN ENGINEER II - TECHNICAL STRATEGY INCUBATION (MIDORI)

2008 - 2011

- Designed and implemented a capability-based security system for low-level resources in a next-generation operating system.
- Designing and implementing synergistic scenarios between OS and hypervisor, including enlightened video and debugging services.
- Involved in design and implementation of various aspects of system, from low-level subsystems to high-level applications and services.

Microsoft

Redmond, WA

SOFTWARE DESIGN ENGINEER INTERN - MEDIA FOUNDATION/WINDOWS EXPERIENCE

Jun. 2007 - Aug. 2007

- Developed multimedia playback scenario in Media Foundation and Windows Media Player, shipped as part of Windows 7.
- Implemented metadata solution through Media Foundation for new media format.

Speaking

Apr 2012 **JSConf US**

Scottsdale, AZ

Splunk + JavaScript: bringing your data to life

Nov 2012 **CascadiaJS**

Seattle, WA

Realtime Big Data makes real data big time: <https://youtu.be/r0TVWW8316E>

ongoing **Splunk**

USA

Multiple Splunk speaking engagements, audiences ranging from 10 to a 1000

Other

Languages English (Fluent), Hebrew (Fluent)

Awards Splunk BUILD MVP, Splunk Values Award - Innovation