

Itay Neeman

✉ itay@neeman.net | 📷 itay | 🌐 itayneeman | 🐦 itayneeman

Summary

Experienced technical leader and engineer, with broad experience in building products from inception to shipping, 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

DIRECTOR OF ENGINEERING

Seattle, WA

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 API, and improvements to Splunk's manageability and scalability.
- Global engineering release lead for multiple Splunk releases.
- Initiated and drove multiple cross-organizational initiatives to improve Splunk's engineering process, such source control, code reviews, continuous integration and interviewing.
- Part of several technology and architecture evaluations, both internal and external, for forward-looking initiatives.

Splunk

SENIOR SOFTWARE ENGINEER

Seattle, WA

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

SOFTWARE DESIGN ENGINEER II - TECHNICAL STRATEGY INCUBATION (MIDORI)

Redmond, WA

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

SOFTWARE DESIGN ENGINEER INTERN - MEDIA FOUNDATION/WINDOWS EXPERIENCE

Redmond, WA

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