

# JASON GURNEY

[jgurney@gmail.com](mailto:jgurney@gmail.com) | [www.linkedin.com/in/jgurney](http://www.linkedin.com/in/jgurney)

## EXPERIENCE

### ZILLOW

Seattle, WA  
2011 – present

#### VICE PRESIDENT OF ENGINEERING

Leading twenty software development teams to build features that help customers buy their next home and/or sell their current home. Areas of responsibility include:

- iOS and Android mobile apps
- Agent tools, including CRM, profiles, reviews, and reporting
- Premier Agent payments and checkout path
- Core Zillow billing engine
- Live connections between customers and real estate professionals

#### SENIOR DIRECTOR OF PRODUCT DEVELOPMENT

Led product and engineering for four backend data teams:

- Listing Import: Integrating the for-sale/for-rent listings that power Zillow's core shopping experience
- Listings Images: Managing Zillow's photo processing infrastructure
- Properties: Populating Zillow's database of all homes from public records
- GIS: Performing spatial data analysis and maintaining region definitions

#### SOFTWARE DEVELOPMENT MANAGER

- Established a model for launching Python-based web applications.
- Helped launch a new impression-based in-house advertising platform.

### COZI GROUP

Seattle, WA  
2010 – 2011

#### SOCIAL PROJECTS ENGINEERING LEAD

- Developed the initial framework and calendar section of the Cozi Android application.
- Developed and launched a baby names resource site, built in Python/Django.

### BALLHYPE (acquired by FUTURE US)

South San Francisco, CA  
2007 – 2010

#### FOUNDER/DIRECTOR OF ENGINEERING

- Built the BallHype content aggregation platform and the ballhype.com and showhype.com web sites, reaching a combined 3 million monthly unique users at the time of their acquisition.
  - Backend application aggregated and analyzed millions of documents each day from social, media, blog, and video sources.
  - Frontend application provided a robust user experience, including contests, messaging, voting, and other social networking features.
- Launched 100+ additional aggregation sites that, along with ballhype.com and showhype.com, reached a combined 15 million monthly unique users.
- Migrated the platform to Amazon's EC2 Web Services.

**BIZ360**

San Mateo, CA  
2003 - 2007

**VICE PRESIDENT OF ENGINEERING**

- Led three functional teams to manage and extend the company's media and blog analysis applications:
  - Infrastructure Engineering: Java-based distributed computing platform for large-scale content aggregation and text analytics
  - Application Engineering: Java-based business intelligence application
  - Product Management
- Launched blog-monitoring product, enabling a 4x jump in processing scale.
- Established agile software development methodologies.

**INFRASTRUCTURE ENGINEERING DIRECTOR**

- Managed and contributed individually to the backend engineering team, responsible for a high-volume Java-based distributed computing application. Application components included web spidering, HTML data harvesting, indexing/searching, natural language processing, and data warehousing.

**DETERMINE SOFTWARE**

San Francisco, CA  
2000 - 2003

**SOFTWARE DEVELOPMENT DIRECTOR**

- Led development of the Java-based DETERMINE web applications for leasing and contract management. Coordinated the engineering release cycle--managed shared resources, prioritized tasks, and improved efficiency throughout the development process.
- Launched four new applications and several other features and enhancements.
- Contributed individually to Java/JSP development projects.

**WEB DEVELOPMENT MANAGER**

- Managed the web development team, responsible for JSP, HTML, JavaScript, and UI design.
- Launched a graphical redesign and a UI overhaul.

**ZING NETWORKS**

San Francisco, CA  
1999 - 2000

**DIRECTOR OF SERVER ENGINEERING**

- Managed the 12-person development team for the Perl-based Zing.com online photo application.
- Launched an e-commerce engine and several co-brand sites, including English and Japanese versions of Sony's ImageStation.
- Contributed individually to Perl/HTML::Mason development projects.

**PRODUCT MANAGER**

- Planned, managed, and launched several new features for the Zing.com site, including a complete visual redesign and technical overhaul.

<b>INTEL</b> Santa Clara, CA 1997 - 1999	<b>INTERNET CONTENT PRODUCER</b> <ul style="list-style-type: none"> <li>Coordinated internal &amp; external partners with internal &amp; external development teams to develop rich media content for the Intel WebOutfitter service.</li> </ul> <b>SENIOR MARKETING ENGINEER</b> <ul style="list-style-type: none"> <li>Managed the e-commerce-enabled web site for the Intel AnswerExpress support suite, an Internet-based service for PC users.</li> </ul>
<b>NBA.COM (STARWAVE)</b> San Francisco, CA 1999 - 2000	<b>EDITORIAL PRODUCER</b> <ul style="list-style-type: none"> <li>Developed HTML content for NBA.com: The Official Site of the National Basketball Association. Managed browser compatibility/page download issues and maintained code consistency.</li> </ul>
<b>JAVA BOUTIQUE</b> Seattle, WA 1995 - 1997	<b>FOUNDER AND PRINCIPAL</b> <ul style="list-style-type: none"> <li>Created and launched the Java Boutique, an early Java resource site. Reviewed and incorporated submissions from independent Java developers, and assisted web developers with adding applets to their sites.</li> <li>Sold to Internet.com in 1997.</li> </ul>
<b>MICROSOFT</b> Redmond, WA 1996	<b>PRODUCT MANAGER INTERN</b> <ul style="list-style-type: none"> <li>Developed marketing collateral, including press tours and reviewer's guides, for a suite of Internet servers in the Internet Platforms and Tools Division.</li> </ul>

## EDUCATION

<b>UNIVERSITY OF WASHINGTON</b> Seattle, WA 1995 – 1997	<b>MASTER OF BUSINESS ADMINISTRATION</b> Information Systems and Marketing 3.6 GPA
<b>BRIGHAM YOUNG UNIVERSITY</b> Provo, UT 1988 – 1990	<b>BACHELOR OF SCIENCE</b> Business Management and Finance 3.5 GPA