

Clinton Langosch

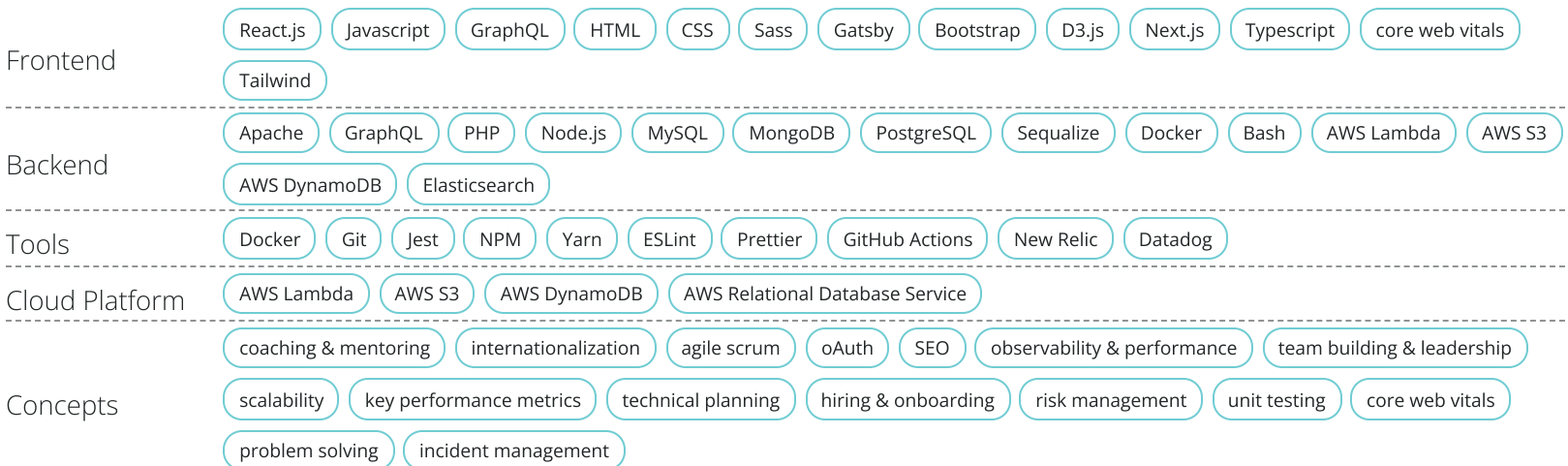
Software Engineering Manager

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DEVELOPER PLATFORMS • DEVELOPER EXPERIENCE • FRONT END DEVELOPMENT • EXPERIENCE DESIGN

Results-driven, empathetic software engineering leader with a full-stack background. Builder and life-long learner. I ship highly effective, empowered, resilient teams. And code when I have the time.

Strategic thinker, envisioner of the possible, project manager & planner, optimizer of team processes, puzzle lover, empowerer of engineers to do great work and grow their careers.



Experience

New Relic - Remote

Apr 2022 to Present

Manager, Software Engineering

Lead a team of engineers that develops the content tooling, sites, and services that power our open source docs & developer websites, as well as in-product help / onboarding content.

- Led UI projects to improve user experience on sites (SUPR-Q scores over 4).
- Led several projects around improving core web vitals based performance (50% increase in site speed / largest contentful paint and 75% increase in cumulative layout shift)
- Led scalability project for our websites to enable teams to quickly create new sites and content around important initiatives.
- Oversee content system for 500 unique contributors annually.
- Establish new team and scaled it from 3 to 5 engineers.
- Drive early feature / system design and architecture planning.
- Work closely with product management / leadership / design / other stakeholders to set strategy and team priorities.
- Lead interviewing, coding exercises, hiring, onboarding, and mentoring of engineers with the goal of quickly making them productive and engaged members of the team
- Coach and support engineers to grow their career, take ownership of team's technology, and do work they're proud of.

New Relic - Portland, OR

Oct 2017 to Mar 2022

Software Engineer

Develop and maintain sites, services, and content tooling to help New Relic's customers onboard and get the most out of the product. Served on and helped lead various teams such as Developer Experience, Developer Enablement, UX Product Language. Served in various orgs such as Growth - User Lifecycle, User Experience Platform, and Experience Design.

- Provide technical input into roadmap planning, prioritize backlog, prototype, scope and plan upcoming work.
- Develop coding standards and excellence in team code reviews
- Improve internationalization system to scale reliably and to support adding full coverage of an additional language in days with machine translation.
- Develop new sites, product UI views, and system to support an program called Instant Observability (collection of quickstart bundles for users to start monitoring their software quickly).
- Migrate Drupal site to Gatsby + Github based system with automation for internationalization, syncing content via various services to New Relic's product UI.

Freelance - Remote

Jan 2012 to Jan 2016

Software Engineer

Develop WordPress and custom PHP sites for various clients for marketing, portfolios, project management needs.

Education

University of Wisconsin - Whitewater, 2005. Bachelor of Arts - English Education.