Clinton Langosch

Software Engineering Manager

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CONTENT MANAGEMENT SYSTEMS * DEVELOPER EXPERIENCE * PRODUCT LED GROWTH * 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.

I have a blend of technical expertise and people-centric approach. A visionary leader, adept at iterative development and proficient in system planning. Passionate about prototyping, optimizing team processes, and empowering engineers to grow their careers and deliver outstanding work.

rontend	CSS Gatsby GraphQL HTML Javascript Next.js React Sass Typescript
Backend	Apache AWS DynamoDB AWS Lambda AWS S3 Docker GraphQL MongoDB MySQL Node.js PHP PostgreSQL
Tools	Docker ESLint Git GitHub Actions Jest New Relic NPM Prettier Yarn
Cloud Platform	AWS DynamoDB AWS Lambda AWS Relational Database Service AWS S3
	agile scrum coaching & mentoring full stack development hiring & onboarding i18n key performance metrics oAuth
Concepts	observability & performance risk management scalability SEO team building & leadership technical planning

Experience

Apr 2022 to Present New Relic - Remote

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.

- Oversee content system for 500 unique contributors annually.
- Led UI projects to improve user experience on sites (SUPR-Q scores over 4).
- Establish new team and scaled it from 3 to 5 engineers.
- Facilitate feature / system design and architecture planning, drive team technical roadmap.
- Lead interviewing, hiring, onboarding, and mentoring of engineers with the goal of quickly making them productive and engaged members of the team
- Establish and track team / system health, and key business metrics to define & ensure team success.
- Work closely with product managers / leadership / stakeholders to shape our roadmap, and manage & prioritize the team's work.
- Coach and support engineers to grow their career, take ownership of their work, 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.
- 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.