Douglas W. Arcuri

U.S. Citizen | He / Him

Experienced software engineering leader specializing in building generative teams.

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LinkedIn | Medium | Dev.to
Github | Twitter | HackerRank

EXPERIENCE

IBM, New York
Software Engineering Manager

2020 - Present
Web / Android / iOS / Cloud

Focusing on BluePages, an internal LinkedIn platform for IBM employees.

Dealertrack, New York
Software Engineering Manager

2018 – 2020
API Backend / Cloud

Working in a scaled agile portfolio delivery environment, focusing on online to in-store automotive buying experiences (Digital Retailing as a Service.) Accountable for leading engineering teams to develop, deliver, and maintain modern API's in AWS, which power the automotive buying experience.

- Managing two polyglot (.NET and Python) engineering teams handling API digital retailing products that power financing automobiles.
- Enable teams to build cloud-native API's using AWS facilities like serverless, DynamoDB, SNS, SQS, and APIConnect.
- Managing a growing colocated team of fourteen Python, .NET, and QA engineers.
- I effectively created a tuned hiring loop that successfully hired and grew five new engineers.
- Successfully navigated, negotiated with the product, and led quarterly plannings.
- Lead code reviews and mentored engineers on engineering disciplines thereby improving quality.
- Created a psychologically safe environment for engineers and grew two generative teams.
- Promoted and grew two new technical leads, creating an environment of the highest quality software engineering practices.
- Promoted numerous software engineers, converted consultants to staff, and performed career ladder changes.
- Lead successful AWS WAF and security reviews with the technical leads.

Viacom (Nickelodeon), New York
Software Engineering Director

2015 – 2018
Native Android / iOS

Working in a scaled agile environment, focusing on Nickelodeon, Nick Jr., and Noggin SVOD and TVE app products on Android. Accountable for

SOCIAL OUTREACH

- Interviewed by DevJourney Podcast
- Interviewed by IT Career Energizer
- **45k** full reads with **1.5k** followers on 28 posts.
- Earned **4** gold badges on HackerRank.
- Post received **98** points on HN
- Post received **40** points on HN and starred by Medium editors

META

- Aptitude to Learn Quickly
- High EQ Leader
- Open Minded and Collaborative
- Purposeful Reader

PEOPLE

- Engineering Management
- Team Building
- Project Management
- Technology Management
- Communication
- Continuous Improvement
- Interpersonal Relationships
- Intuitiveness
- Facilitation

PRACTICES

- Software Development
- System Architecture
- Agile Methodologies, Scrum
- Software Design
- Design Patterns
- Scalability
- Continuous Integration, Testing
- User Experience
- Software Testing
- Object-Oriented Programming
- Product Management
- Architectural Patterns

software engineering delivery of Android video on demand products. Developed nine Android products with 10MM engagement and 99% crash-free users.

- Managing four engineering teams handling US and International Android products.
- Hired and managed a growing distributed team of sixteen Android developers.
- Transformed the team into an international engineering team for Nickelodeon.
- Established engineering standards and code quality on the Android platform.
- Forming a Nick digital monolithic codebase and centralized Android platform team.
- Negotiating QA automation engineering to become embedded with our engineers.
- Launched Nick Jr. on Android, a television everywhere service for preschoolers.
- Launched Nickelodeon TV on Android, a television everywhere service for kids.
- Launched Noggin on Android, a video subscription service for preschoolers.
- Managed developers of Noggin iOS during the building of Noggin Android.
- Continuing to team build by perpetually interviewing smart software engineers.

Acision, New York · 2014 – 2015
Lead Software Engineer · Native Android
Built and launched MVP of FuseMe, a WebRTC app for Android.

HBO (Home Box Office), New York · 2011 – 2014
Lead Software Engineer · Native Android / iOS
Built and launched HBO GO/MAX GO/Chromecast Android and iOS.

Hachette Filipacchi Media, New York · 2010 – 2011
Senior Software Engineer · Native iOS
Built and launched Faith and Action and WW Cooking for iOS.

JPC, LLC, New York · 2005 – 2010
Solution Engineer · PHP / C# / Native iOS
Built and launched various websites, tools, and iOS apps.

Non Profit, Online Community · 1998 – 2005
Game Modification Engineer · C++
Built and launched four major modifications for Half-Life game by Valve.

EDUCATION

Farmingdale State College, New York

Bachelor of Science CIS & Programming

LANGUAGES

- Java
- JavaScript
- Python
- Kotlin
- Swift
- Objective-C
- C#
- Bash

TECH STACKS

- Native App Dev (iOS/Android)
- AWS, DynamoDB, SQS, Serverless
- ASP.NET, MSMQ, Oracle
- LAMP (Linux, Apache, MySQL, PHP)
- NodeJS, TypeScript, Vue, CouchDB

SPECIALIZATION

- Mobile Applications
- Android Development
- iOS Development
- Mobile Devices
- Digital Media
- Streaming Media
- E-commerce
- User Experience Design
- DevOps
- Distributed Systems
- Front-end Development
- RESTful Architecture
- GraphQL
- Microservices

TOOLCHAINS

- VSCode, PyCharm, Sublime, Vim
- Git, GitHub, Bitbucket
- JIRA, Rally, Trello, YouTrack
- Splunk, New Relic, Datadog
- Slack, Teams, HipChat, Webex, BlueJeans
- PyCharm, VSCode, IntelliJ, XCode
- Docker, Kubernetes, Gradle
- Office 365, OneDrive, Box, G.Drive
- XMatters, PagerDuty
- Workday, ServiceNow, Workforce
- LucidChart, Mural
- WhiteSource, Veracode
- SonarQube, Jenkins, Artifactory
- Figma, Sketch, Zeplin, InVision
- Usabilla, HelpShift
- Postman, Newman