

CHRIS LOMELI

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Unique blend of current and practical technical skills, and management and consulting background. Strong believer in servant-leadership, and outcome-based culture. Proven ability to translate technical capacities and risks into outcomes

SKILLS

- Software architecture and design
- Strong Agile and SDLC, Confluence, Jira
- Data wrangling
- Network and Financial, Billing
- Java Python, Golang
- SQL, Redshift, Impala, Hive, Dynamo
- AWS, EC2, RDS, Lambda
- Kinesis, Kafka, Apache Spark

EDUCATION

1990 - **MBA**, PEPPERDINE UNIVERSITY

EXPERIENCE

2019 – 2021

SOFTWARE ENGINEERING MANAGER, NIKE

Engineering manager for a highly specialized team of Java engineers responsible for delivering and tracking millions of transactional and marketing communications to Nike Athletes. Together we were able to double platform throughput, and significantly increase the number of key features delivered while maintaining a 99.999% success rate

2018 – 2019

SENIOR STAFF SOFTWARE ENGINEER, SPIRENT COMMUNICATIONS

Principal engineer on a successful launch of a new product generating and testing layer 4-7 network traffic at high volume. Designed and built the backend interface for the DPKD generators, and the Golang microservices for configuring customer preferences. Reached GA in Q2 2019

2013 – 2017

VP ENGINEERING, BOINGO WIRELESS

Lead frontend and backend team managers handling CMS, Data, Financials and Media. Successfully transitioned to a new CMS solution. Created ingestion frameworks tracing network devices across large venues and processing at a level of fidelity suitable for billing and financials. Improved end of month processes from weeks to hours with measurably higher quality.

2009 – 2013

PRINCIPAL ENGINEER/ENTERPRISE ARCHITECT, INTUIT, INC.

Provided functional architectures for linking financial information to service frameworks delivering Shop, Buy/Use offerings. Designed and developed fair-value revenue recognition solutions for Intuit's flagship products

2008 – 2009

PRINCIPAL PROGRAM MANAGER, MICROSOFT CORPORATION

Was heavily involved in the conception and design of the rating and billing solution for Microsoft's AZURE cloud offering

2002 – 2008

PRINCIPAL ENGINEER/DIRECTOR BILLING DEVELOPMENT, UNITED ONLINE.

Played a key leadership and development role for many successful new migrations and initiatives including Classmates merger, VOIP, DSL, Game Portal, Satellite 'DSL', and several custom payment types

1990 – 2002

SENIOR MANAGING CONSULTANT, DELOITTE CONSULTING

Managed billing and e-commerce implementations for emerging and traditional businesses in communications, rights-management, content and media, as well as at computer gaming environments