

Roy C Crisman

roy@roycrisman.com 415-260-0205 900 Tennessee St. #14 San Francisco, CA

SUMMARY:

Engineering/Project Manager with over 12 years of experience in consumer web applications and multimedia development. Proficient managing in-house, remote and offshore teams through traditional and agile/Scrum development cycles. Proven ability to deliver high-profile projects with difficult deadlines. Established reputation for fixing problems and rescuing troubled products.

PROFESSIONAL EXPERIENCE:

Engineering Manager - Roxio/Sonic Solutions, San Francisco, CA 4/2008 - 2/2009
(Simple Star, Inc. was acquired by Roxio/Sonic Solutions in April, 2008.)

Owned the engineering process and acted as sole Program/Project Manager for Roxio's consumer Java + LAMP site-as-a-service. Worked closely with executives, Product Management, IT, Operations, and outside teams to develop all PhotoShow website, widget, desktop, and video services. Adapted agile process into formal Scrum as a template for the rest of Sonic. Acted as Scrum Master for 3 teams. Managed 10 direct engineer reports and 7 indirect QA in India.

- Managed www.PhotoShow.com conversion to SaaS and integration into the flagship Roxio Creator 2009 product on a tight deadline following acquisition.
- Integrated and supported 16 new developers in China and Santa Clara to our products.
- Replaced departing Director of Engineering while maintaining most responsibilities.
- Maintained morale and improved quality during acquisition, integration, and layoffs.

Engineering Manager - Simple Star, Inc., San Francisco, CA 4/2004 - 4/2008

Managed teams of local, remote, and offshore engineers. Coordinated integration points between 3 major desktop releases, 2 online systems (Java + LAMP), fulfillment, marketing, build, test, and deployment systems. Collaborated with Project Management and QA Directors to monitor the project cycle, manage bugs, and track against bug models. Managed source control including branch and merge.

- Helped transition online team to two-week agile development cycle.
- Set up robust Ant/Cruise Control continuous integration suites.
- Successfully delivered 12 localized and 5 OEM versions of a desktop application consisting of Flash, Director, C++, and multiple third-party components.
- Embraced & owned technical problems in the areas in between "owned" domains.

Engineering Contractor - Mark Russell Associates, Syracuse, NY 1/2004 - 9/2004

Developed marketing media projects. Defined best practices for Flash and Director integration.

- Salvaged existing presentation engine that suffered from frequent crashes.
- Decreased development time 5-fold with new engine for project with "impossible" time constraints by streamlining content creation and automating content integration.
- Found, interviewed, and selected team of contractors to replace me.

Senior Macromedia Developer - Eastman Kodak / Mindex, Rochester, NY 5/2001 - 12/2003

Performed as expert for reusable photo-kiosk for entertainment venues to promote the Kodak brand of imaging technologies. Architected and programmed the front-end; developed back-end services with team. Collaborated with designers during initial development and usability testing. Created use cases for entire kiosk ecology.

- Deployed 61 kiosks for 12 venues, 2,000 users/day, 2 million sessions by the end of 2003.
- Improvised automated uptime testing to reproduce and identify a very intermittent crash that eluded QA automation expert.
- Innovated remote monitoring system during testing which became essential for support.

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Multimedia Programmer / Designer - StudioCom.com, Marietta, GA 1/2000 - 5/2001

Managed and programmed Director, Shockwave, and Flash projects from proposal stage to launch. Created audio, video, graphics, and animation as needed.

- Rescued 6 legacy projects and spearheaded new development.
- Developed company's first client request, bug tracking, and localization systems.
- Communicated well in a culturally diverse company.

Consultant / Programmer - Atlanta Video, Atlanta, GA 3/2000 - 12/2000

Met with potential clients to evaluate project requirements. Wrote project proposals and estimates. Streamlined and finalized video-intensive sales presentations.

- Saved a CD sales catalog project in the 11th hour of development.
- Improved performance and finished a sales presentation no other multimedia company thought could be finessed, under budget.

Multimedia Software Engineer - Engineering Animation, Inc., Ames, IA 5/1996 - 9/1999

Developed multimedia projects for CD-ROM, internet, and kiosk deployment.

- Acted as a communication conduit between visual designers and programmers.
- Initiated reusable code library that had positive proposal and development impact.

ADDITIONAL EXPERIENCE:

Coordinator, Macromedia User's Group, Rochester, NY, 2003 - 2005

PUBLICATIONS & AWARDS:

"Best Practices in Kiosk Design." *MX Developer's Journal*, July 2004. <http://mxdj.sys-con.com/read/45624.htm>
PROMAX 2001 Silver Award, New Media Piece, ESPN Affiliate Sales for StudioCom.

FAMILIAR TOOLS & TECHNOLOGIES:

Programming Languages: Flash ActionScript, Director Lingo, XML/SOAP, SQL, HTML, CSS, JavaScript, PHP, MySQL, LAMP, Java, Ant, C++.

OS: Windows XP, Vista, Linux, MacOS, Linux.

Software: Flash, Director, Photoshop, Illustrator, DreamWeaver, SoundForge, MS Office (Access, Excel, PowerPoint, Visio, Word), MS Project, Daptive, Mantis, Bugzilla, DevTrack, IssueWeaver, Omniture, CVS, SVN, Eclipse, Cruise Control.

EDUCATION:

Iowa State University, Bachelor of Science, Computer Science, 1996

Iowa State University, Bachelor of Fine Arts, Art and Design, 1996

MORE INFO & RECCOMENDATIONS:

<http://www.linkedin.com/in/roycrisman>