

# Matt Nemenman

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## Objective

Technical management role in a company working on making the world a better place.

## Summary

Engineering leader with proven track record from startups and large corporations. Strong technical background in scalable systems and web applications. Fanatical about enabling engineers to produce highest quality code using agile development practices. Solid grasp of product and technical vision, and unique ability to get the team on board with them.

## Core Skills

- **Engineering Management:** Agile Development, Resource Allocation and Prioritization, Hiring and Team Building, Release Planning, Distributed Teams.
- **Software Engineering:** Design Patterns, Object Oriented Design, Test Driven Development, Refactoring, Web Development.
- **Scalability:** Clustering, Cloud Computing, Redundancy and High Availability, Map/Reduce, Multithreading and Asynchronous I/O.
- **Programming Languages:** Advanced C++ (including STL/Boost), Ruby (including Rails), some Javascript; basic Java, Python, and Objective-C.
- **Computer Science Interests:** Operating Systems, Dynamic Programming Languages, Functional Programming, Human/Computer Interaction, Machine Learning, Computer Graphics.

## Work Experience

### Mixamo, Inc

San Francisco, CA

#### **Director of Engineering**

9/08 - present

- Headed the entire Mixamo engineering team, with responsibility for web development, backend engineering, production operations, and quality assurance. Hired web developers, systems engineers, mobile developers, QA engineers (offshore), and system administrators. Mentored and motivated the team, enabling engineers to perform at their best.
- As part of the above team, built Mixamo online offering from ground up: starting from initial concept on white board, to production launch. Established, ran, and fine tuned Scrum-inspired development process, while balancing product quality, customer feedback, and new disruptive features.
- Reporting directly to CEO, participated in company strategic planning. Provided technical estimates, researched innovative ways to test business assumptions, analyzed metrics, and evaluated partner integration options. Performed product management duties in the company early phase, and helped bootstrapping the product team later on.
- Organized and led architecture reviews. Evaluated and selected libraries and frameworks to be used by the team. Performed code reviews and enforced coding standards. Did hands on development in C++ and Ruby on Rails.

## Yahoo!, Inc

Sunnyvale, CA

### **Sr. Engineering Manager - Sponsored Search**

10/05 - 5/08

- As an architect, led the design of the matching and ranking system for search advertising based on Yahoo! web search technology. The system consisted of several C++ applications (Crawler, Indexer, Searcher, Data Store, and Proxy), running on multiple clusters of 100+ Linux nodes, communicating via proprietary TCP- and UDP-based protocols. Focused on high-availability and scalability, with exposure to the Machine Learning Ranking process.
- As a manager of team of 7 engineers, carried overall responsibility for the above system's success. This included operational stability, growth and capacity planning, prioritization, revenue commitments, and cross functional project management duties, as well as hiring, and managing employee career growth. Under my leadership, team has successfully launched into production two generations of the system.
- As a lead engineer, enforced good software development practices in the team, such as unit tests, embedded code documentation (Doxygen), and peer code reviews. Also evaluated and selected tools and libraries to be used by the team, conducted design reviews, refactored code, trained new team members, and did everything else that otherwise fell through the cracks.

### **Sr. Software Engineer - Paid Inclusion**

5/03 - 10/05

- Led a team of three engineers responsible for Yahoo! Paid Inclusion crawling, indexing, and direct content acquisition. Carried the Paid Inclusion content system through more than 100x data growth.
- Designed a next generation of XML advertiser interchange format and feed scheduling system. Implemented it using Xerces-C++/Xalan, and integrated it with customer facing UI and reporting layer.

## Inktomi Corporation

Foster City, CA

### **Software Engineer - Search Monetization**

01/02 - 05/03

- As a member of web search division, worked on various crawling and indexing problems (C++/Perl, Solaris/Linux). Became an in house expert on handling of paid content in the Inktomi search engine.
- Provided support to Paid Inclusion account managers and sales engineers with technical issues around crawling and ranking of customer-submitted content.
- Was part of the team behind "Best Paid Inclusion Service of 2002" award by Search Engine Watch.

## Cogit Corporation

San Francisco, CA

### **Sr. Software Engineer**

7/97 - 11/01

- Played key role in design, and implementation of server-side of Cogit's web analytics product (C++, Oracle). Over time assumed technical leadership of the back-end subsystems.
- Performed UNIX system and network development using C++. Participated in design and implementation of database cache layer, extensible plugin-based analytics core, network and C++ APIs, and database schema. Also worked on OS/compiler compatibility layer (C++, Solaris/Window/Linux), developed several internal tools (Perl) including distributed load test tool, and maintained cross-platform C++/Java build system (CVS, GMake, Perl).

- Defined and implemented CORBA interfaces for a C++/Java-based data mining client/server application. Completely took over server maintenance and was solely responsible for several bug-fix releases.

## **Informix Software, Inc.**

Menlo Park, CA

### **Product Development Engineer**

8/94 - 6/97

- Developed internal tools to be used by QA and Dev groups for the Informix NewEra product.
- Designed and implemented automated test cases for complex scenarios, such as multi-user, load/stress, and performance.

## **Education**

- Bachelor of Arts in [Computer Science](#) from [University of California at Berkeley](#), May 1998. Research interests included Operating Systems and Human/Computer Interaction.
- Various classes and workshops in Software Engineering and Engineering Management at [UC Berkeley Extension](#), industry conferences, and Yahoo! on-site training.

## **Miscellaneous**

- US citizen.
- Patent holder for "Matching and ranking of sponsored search listings incorporating web search technology and web content" (US Patent 20060161534).
- Personal interests include rock climbing, randonnee skiing, jazz, mountaineering, and world travel.