

Ian Kelley, Ph.D.

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Computer scientist and strategic thinker with extensive experience developing programs and leading teams with high impact deliverables. Broad technical skill set that includes domain knowledge in video game development, distributed systems, big data, analytics, high-performance computing, and cloud technologies. Passion for using data-driven decision making and insights to confront challenges, delight customers, and identify new opportunities.

Summary of Qualifications

- Technical leader who understands the complex details of a problem and can convey them in appropriate terms to technical stakeholders, business partners, and executives.
 - Passion for big data, cloud technologies, developer productivity and digital transformation.
 - Analytical mindset that seeks to identify the fundamentals and root causes of issues while pursuing effective solutions that prioritize efforts given scope, budget, and time limitations.
 - Diverse background that includes coding, program management, and product development.
 - Team player that thoroughly enjoys collaborating, growing teams, and sharing knowledge.
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Director, Developer Experience

May 2017 – current

Electronic Arts (EA), <http://www.ea.com>
Seattle, WA

- Head of Developer Experience in EADP (EA Digital Platform), a central CTO-led organization that builds the core technologies that power EA's AAA-level video games.
- Envisioned, designed, launched and currently own the EADP Console product, an extensible Web portal framework for technology & tools management (similar to the AWS Console).
- Create strategy and own product roadmaps for the Player & Developer Experience (PDE) organization, which includes presenting to the CTO and other executives/stakeholders.
- Manage several high-visibility, cross-functional and strategic initiatives identified as critical for game studios to use, adopt, and integrate with EADP's technologies.
- Directly manage a diverse team that includes UX designers, PMs, and Web developers.
- Set prioritization and oversee work of engineering teams and technical directors.
- Accountable for EADP's efforts towards standardization and platform interoperability. Includes initiatives ranging from standardizing service interfaces and protocols to creating a common UI/UX for customer-facing tools.
- Responsible for unifying support and documentation processes across EADP, which includes new tools to facilitate semantic content and a consistent information architecture.

Chief Technology Officer

June 2016 – May 2017

Vybrant Inc., <http://www.vybrant.com>
Bellevue, WA

- Defined and drove the technical vision of a big data consulting and product development startup, which used Hadoop (Hortonworks, Cloudera), Spark, Hive, AWS, Cassandra, Kafka, and other technologies to develop data processing and analysis solutions.
- Assisted clients in digital transformation initiatives and cloud migration projects.
- Grew company from three co-founders to a team of over 15 in less than four months, with revenues in the first six months in excess of \$1M.
- Recruited new talent, supervised and mentored employees, and facilitated training sessions to increase team's effectiveness while growing individuals in their roles.
- Successfully initiated and managed new contracts and engagements, including leading pre-sales meetings, writing statements of work (SOWs) and negotiating deliverables/pricing.
- Worked hands-on with customers to identify problems and design solutions, including reviewing and delivering architectures and troubleshooting complex distributed systems.

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Technical Program Manager

Jan 2016 – May 2017

Amazon.com, <http://www.amazon.com>

Seattle, WA

- Lead efforts and drive completion of 4 S-Team (SVP-level) company-wide goals, involving all 11 of Amazon's worldwide marketplaces.
- Developed and drove strategy for Catalog Quality's Darwin group, which used Machine Learning models, >500 EC2 nodes, Hadoop and EML to detect duplicate products.
- Successful in designing, proposing to my VP, and launching Amazon's first seller-facing crowdsourcing experience, which allows sellers to fix problems in Amazon's catalog.
- Managed and led cross-organizational development teams on high-impact strategic development projects, which were deployed to all 11 of Amazon's worldwide marketplaces.
- Promoted new forward-thinking strategies to achieve goals, including the management of cross-organizational projects from design to launch.
- Enabled and advanced teams by creating roadmaps, strategies and plans while promoting technical excellence, team success and growth through Agile methods.
- Built, and managed cross-functional teams on highly visible technical projects that impacted both internal and external business.
- Collaborated with and acted as a primary point-of-contact for a diverse set of stakeholders.

Senior Software Architect and Team Lead

Nov 2014 – Jan 2016

eSageGroup LLC, <http://www.esage.com>

Seattle, WA

- Led and grew eSage's technical and operations team that spearheaded the creation of a new AWS-hosted big-data platform for Disney's ABC Television Group (DATG).
- Migrated complex data workflows and analytics solutions from on-prem. to Cloud solutions.
- Architected and deployed large-scale data hosting and processing infrastructures, both on bare-metal and Cloud environments. (AWS, EC2, S3, EMR, Hadoop, HDP 2.x, Hive, Spark).
- Constructed data ETL processes to transform large heterogeneous data sets into reliable and usable data. (Java, Perl, Bash, Cron, Oozie).
- Designed and implemented data schemas to expose and link usable data. (Hive, Hue).
- Grew company's core competencies and excellence in big data and DevOps by recruiting, training and mentoring new team members.
- Worked with stakeholders from the pre-engagement stage and throughout the project lifecycle to identify and deliver on their needs and vision for "big data."

Research Consultant

Jan 2014 – Sep 2014

Information School, University of Washington, <http://ischool.uw.edu/>

Seattle, WA

- Researched, designed, evaluated, and deployed several computational environments for data analysis and machine learning (e.g., Hadoop, HDFS, MapReduce, Hive, Spark, R).
- Contributed to broader efforts of the DataLab research group, which included using machine learning to extract insights from large-scale datasets.
- Data ETL of terabyte-scale telecommunications metadata to extract key information from heterogeneous datasets for different types of analysis (e.g., mobility and network structure).
- Collaborated with other campus Data Science initiatives (e.g., UW Data Seminar series, eScience Data Incubator) to develop new solutions for large-scale data processing.
- Published and presented original research in the areas of network computing and data analysis/processing; acted as reviewer for other research for international conferences.

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Solutions Engineer

May 2010 – Dec 2013

Building Information Systems (BuildingI), <http://www.buildingi.com/>
Bellevue, WA

- Co-designed and architected a real-estate management system (C#, Silverlight, SharePoint, MVVM, WCF RIA, Waterfall). Wrote requirements, design documents and testing plans.
- Rewrote a financial management system (C#, InfoPath, SharePoint). Streamlined the development process by automating deployments with PowerShell scripting.
- Maintained a legacy codebase for a Web-based real-estate management system (lines: 37K Visual Basic, 11K ASP, 5K other languages). Fixed numerous bugs, refactored code, and enhanced the system with additional features.

Postdoctoral Research Fellow (Senior Researcher)

May 2007 - June 2012

Cardiff School of Computer Science & Informatics, Cardiff University, <http://www.cs.cf.ac.uk/>
Cardiff, United Kingdom

- Co-Principle Investigator/manager on several large and well-funded (\$2M+) multi-institutional research projects; work included envisioning and co-writing proposals.
- Directly managed engineering teams and led collaborative efforts at other research labs.
- Officially represented university at project reviews and was on decision-making panels.
- Researched and developed an innovative and new distributed data management software system for managing scientific data in large-scale wide area networks (Java, C).
- Published and disseminated research results at international conferences and workshops (over 20 peer-reviewed papers); reviewed and oversaw other academic research.

Information Technology Analyst (Researcher)

Oct 2003 – June 2008

Center for Computation & Technology, Louisiana State University, <http://www.cct.lsu.edu/>
Baton Rouge, LA

- Founded and led the Collaborative Environments Group, which focused on building Web portals (Java, JavaScript, JSP, Spiral) for scientific application groups. The group built solutions for petroleum engineering, coastal modeling, astrophysics, chemistry, and more.
- Managed several graduate students and researchers (maximum of 7 concurrently). Contributed to the interviewing, evaluation, and hiring of new employees.
- Integrated several high-performance computing clusters and supercomputers into regional and international Grids. Oversaw security and advised other groups on Grid solutions.

Scientific Software Engineer (Researcher)

Dec 1999 – Feb 2004

Max-Planck-Institute for Gravitational Physics, <http://www.aei.mpg.de/>
Golm, Germany

- Lead architect of the Living Reviews online journal. Responsible for technical development and design of journal site and processing backend (Java, Perl). Six editorial staff in total.
- Co-developed an online portal (GridSphere) to interface with high-performance computing systems. GridSphere (Java, JavaScript, JSP) was a multi-tier (MVC) Portlet framework.
- Developer for the Cactus Computational Toolkit (C, Make, and Perl), a parallel computing framework for large-scale data analysis and simulations.

Education and Training

- 2012, Ph.D., Computer Science, Cardiff University, Cardiff, Wales, U.K.
 - *Data management in dynamic distributed computing environments* [[link](#)]
- 1999, B.A., Political Science, University of Washington, Seattle, WA, U.S.A.
- Certified Scrum Product Owner (CSPO); Red Hat Certified Engineer (RHCE)