

TOM SEAGO

699 Pennsylvania Avenue #9
San Francisco, CA 94107

+1.415.341.4006
tom@tomseago.com

VICE PRESIDENT OF ENGINEERING

Accomplished and proficient senior executive with 20 years of software innovation and business experience in enterprise and entrepreneurial settings. Analytical thinker possessing demonstrated drive to produce practical vanguard applications resulting in increased sales and market share. Chief Software Architect with exceptional ability to communicate technical concepts to nontechnical customers. Talented in leading and developing staff for maximum performance.

Software Development Process • Web Site Development • Cross-Platform Mobile Software
Systems Engineering • Mobile Games • Enterprise Systems • Software Documentation & Training
Negotiations • Project Management • Consultant Management • Customer Relations
Sales Presentations • Start-ups • New Product Launch • Staff Development & Mentoring • Budgeting

PROFESSIONAL EXPERIENCE

GREEN DOT, Pasadena, CA

2012 - 2013

Vice President of Engineering, Chief Architect

Took over a struggling product development team and completed the development of a next generation mobile banking product (GoBank.com). Unified leadership of both mobile and desktop teams. Implemented test driven daily metrics to improve product quality to shippable levels. Managed other centralized teams including IVR and Business Reporting.

- Re-organized and managed enterprise wide architecture teams
- Consulted with outside firms and created initiatives to improve system reliability across all of Green Dot's core systems
- Created a special projects research group to explore potential new business opportunities
- Wrote and managed an RFP to replace the IVR telephone system infrastructure
- Consulted with leaders in the operations group to improve incident response time and system stability
- Organized hack-a-thons and other events to support developer morale

LOOPT, Mountain View, CA

2010 - 2012
(acquired by Green Dot)

Director of Engineering

Lead engineering department as member of a three person leadership team. Mentor engineers on software development best practices and application of new technologies. Provide analysis and metrics to senior executives.

- Manage the delivery of the primary loopt.com website, the desktop web based application functionality, and the mobile web application
- Architected, Developed, and Installed a server cluster to analyze system metrics in near realtime using node.js and mongodb. Trained team members on the use of these technologies. System provides both an executive portal and serves data to two wall mounted dashboards.
- Provide architectural guidance on general system interoperation issues such as core protocols

Researched and developed new products in the location based mobile social networking space. Prototyped new technologies such as integrating mobile video into existing products. Maintained iPhone applications with a user base of 5 million users.

Continued...

FROG DESIGN, San Francisco, CA

2008 - 2010

Senior Technical Architect

Led the development of a Qualcomm Brew Mobile Platform based mobile device for a major US customer from initial technology evaluation through product creation and technical acceptance. Translated world class creative team designs into technically realizable plans and products. Consulted to design clients on technology trends and the suitability of various technologies given their business goals.

- Forged a new expertise center within the company from a team of engineers previously unfamiliar with Brew technology through direct personnel hiring, mentoring, and management
- Originated cross-company architecture creation processes and standards between five partners
- Established an agile and adaptable development methodology that allowed frog to work within partner companies existing processes

REALITY BOX LABS, San Francisco, CA

2008 - present

Founder/General Manager

Launched web-based virtual desktop development company. Fulfill all business functions including financial management, marketing, and forecasting. Execute technical activities including web site, infrastructure and client development

- Pioneered unique in-browser virtual desktop application that allows users to easily and efficiently access remote desktop environments.
- Gained competitive advantage by ensuring compliance with various operating systems licenses through negotiation of third party ISV license model.
- Strengthened business position by promoting product to professional web developer market.
- Launched the PixlPad iPad drawing application in the Apple Store

SIPCALL.COM INC., Menlo Park, CA

2007 - 2008

Founder/Chief Technology Officer

Founded start-up that employed VoIP technology to allow calls between mobile phones and Skype without need for additional software. Fulfilled all business functions including financial management, marketing, and forecasting. Created software, operated production systems and generated strategic technology vision for company. Hired and managed consultants.

- Jumpstarted business development by identifying technology gap in high-use consumer products and generating unique solution.
- Built infrastructure to accommodate service provider class traffic flow.
- Developed client applications on Windows, Mac and Linux operating systems to maximize market share.

GRAVITY MOBILE AND MAJOR LEAGUE BASEBALL, San Francisco, CA

2007

Consultant

Overhauled and supported J2EE-based gateway server for mobile device content provider, and ported client application from BREW to J2ME.

- Designed high-value J2ME edition of Major League Baseball 2007 Gameday mobile application.
- Decreased implementation costs and development time through singlehanded design and implementation of J2ME version which normally requires team execution.

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ROCKET MOBILE INC., Los Gatos, CA

2004 - 2006

Director, Client Engineering, 2005 - 2006

Promoted to lead client engineering team for top developer of mobile phone applications and mobile messaging technologies for handset OEMs. Hired, trained and guided 12 technical professionals and managed 10 Korean contractors on-site and off-site. Prepared proposals and participated in sales calls, including those for high-profile clients such as Verizon, Motorola, Samsung and Kyocera.

- Achieved standardization of development process to ensure fulfillment of customer needs.
- Strengthened sales results by engaging in sales presentations, successfully conveying technical concepts to business audiences.
- Delivered messaging software for the handset Motorola used to re-enter Sprint after 5-year absence, engaging in high-touch client relations with both companies to ensure favorable outcome.
- Played key role in accomplishing major software development project that produced Verizon version of RAZR handset.
- Mentored project management and engineering staff in effective customer communication and relationship building.
- Fostered doubling of staff size from 20-person company to 40 through contributions to business growth including new sales and improved workflow processes.

Senior Software Engineer, 2004 - 2005

Led 6 professionals in development of embedded BREW email engine for POP3, IMAP4 and SMTP. Ported downloadable titles to new handsets, meeting carrier requirements. Implemented rich text editor and viewer in BREW.

- Enhanced customer experience through redesign of SMS messaging client for BREW handsets.
- Advanced company's success through expansion of software development into the J2ME space.

TOM SEAGO GAMES, San Francisco, CA

2003 - 2004

President & CEO

Originated company that produced games for mobile telephones. Established enterprise systems necessary for supporting distributed development team including collaborative document management, configuration management and bug tracking.

- Created 2 cross-platform, cross-handset games for BREW and J2ME that received TRUE BREW certification on first attempt, passing strenuous quality control and consumer demand requirements.
- Achieved title publication in Verizon mobile application catalog.
- Grew game sales by launching both titles on multiple carriers including Midwest Wireless and Cellular One.
- Expanded marketing results by developing customized J2EE-based content download server to support tradeshow and other product demonstration efforts.

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SUN MICROSYSTEMS, INC., Menlo Park, CA

1999 - 2003

Principle Solutions Architect, 2003

Conceptualized vision and guided efforts to produce server-based solutions for global vendor of computer hardware, software and information technology solutions. Provided technical expertise for 2 new products for mobile carriers to manage new data services lines of business.

- Increased revenues by generating multi-million dollar solutions for customers.
- Improved quality of solutions through use of Six Sigma-based control process.
- Collaborated with SunLabs and other cross-product team members to research and produce 4G wireless technologies.
- Filed patent application related to dynamic content and service presentation on mobile devices.

Global Wireless Practice Lead, 2001 - 2003

Led wireless and Java-based solution development for mobile carriers worldwide. Delivered training worldwide in Java use for telecommunications sector. Provided technical expertise and coordinated projects with customers including Motorola, AT&T, Telefonica Moviles, China Mobile, Nokia, Cingular, T-Mobile, Hutchinson 3G Thailand, ActiveSky, Pointbase and Lucent.

- Played major role in developing customized high-profile prototype systems.
- Created new business worldwide by establishing valuable relationships with high-profile customers and participating in sales presentations.
- Delivered successful multi-million dollar proposals through ability to communicate value of service to customers.
- Filed patent application for digital rights management of content delivered on wireless networks.

Senior Java Architect, 1999 - 2001

Directed architect teams in developing projects for large-scale Java-based ecommerce applications for Sun Professional Services clients including Visa, Anderson Consulting, OOCL, Managemark, ATT Fixed Wireless and Daimler-Chrysler Research.

UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles, CA

1994 - 1999

Senior Programmer and Team Leader

Designed and delivered enterprise-wide computer systems and labs for top-tier university enrolling 33,500 students. Supervised programming staff.

EDUCATION

Completed coursework towards **Bachelor of Science in Electrical Engineering**
and Cinema/Television Production minor
UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles, CA

TECHNICAL SKILLS

Programming Languages: Javascript, Objective-C, Ruby, C/C++, Python, Java (J2ME, J2SE, J2EE)

Operating Systems: Mac OS, iOS, BREW, Android, Palm OS, UNIX (Solaris, Linux), Windows 95 to

Methodologies: Agile Development, Unified Process, Extreme Programming, SunTone Architecture Methodology, Prince 2 Project Management, Six Sigma Quality Process