

# Scott Sebelius

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Engineering Leader with deep software development expertise and hands-on experience in both start-ups and established companies. Track record of successful product and project launches. An accomplished thought leader and mentor ensuring a balanced approach to design, feasibility, and overall success.

## Core Competencies

Building, Managing & Mentoring Cross-Functional Teams » Engineering Talent Acquisition Strategic » Software Roadmapping » Cross-Platform Mobile, Web & Game Development » Vendor/Subcontractor Management » Product Management & Prioritization » Agile & Product Development Processes » Transparent Communications

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## Professional Experience

**Twitter** – remote 2021 - Present

### Senior Engineering Manager

Managing multiple teams working on the Twitter Developer Platform. Twitter Developer Platform is home to the Twitter API. Currently managing the platform health, data science, and data engineering. Worked with engineering leaders, product management, and teams to help drive clarity and vision into teams forming long term identities.

**GitHub** – remote 2018 - 2021

### Senior Engineering Manager

Managed teams working on large Enterprise feature sets that enable GitHub's largest customers to more effectively self-manage their company resources on GitHub. Worked with sales, support, product management, and other engineering leaders to drive roadmaps for critical delivery of complex feature sets across both cloud and on-prem delivery platforms.

### Key achievements:

- Led teams building enterprise features enabling connecting github.com to private server installations, allowing customers a view into the footprint of their total usage increasing adoption of GitHub Enterprise Cloud.
- Joined GitHub immediately after the Microsoft acquisition led coaching and mentoring teams through multiple organization changes while keeping 100% retention.
- Addressed cultural changes as teams from Microsoft and GitHub worked together by fostering open, transparent, and public conversations. Including asking hard questions and being comfortable with presenting and highlighting challenges to executive leadership.
- Worked on providing clear and consistent opportunities for employees to explore new career paths inside of the company through internal mobility programs and internal job fairs.

**Versus Systems** – Los Angeles, CA 2016 - 2018

### Head of Product & Engineering

Ran Product Development & Engineering for a publicly-funded start-up company specializing in partnering with game developers to offer a prize reward and engagement platform. Technical Founder providing strategic direction and daily oversight of engineering, product development, and product management.

### Key achievements:

- Responsible for initial talent acquisition for all engineering, design, and non-engineering department roles; built and managed a team of 11 engineers working in Ruby, JavaScript, React & React Native, native iOS and Android, and Unity.
- First employee of Versus and key initial start-up team member instrumental in the company's vision formulation and growth.
- Supported CFO by resource planning to raise capital investments.
- Accountable for all engineering and development efforts of the company's first game integration and product launch. Architected and designed the SDK and game integration.

**Originate** – Irvine, CA 2014 - 2016

### Director of Engineering

Engineering Director for a consultancy company. Helped drive sales growth and provided value to end clients.

#### Key achievements:

- Key player on the regional business development team focused on generating and pitching new clients; Helped source, scope, and close multiple partner projects over an 18-month period, resulting in \$1M+ in revenue.
- Assisted C-Suite leaders with transition from a client services revenue model to a separate model including services and long-term recurring revenue.
- Responsible for 2 engineering teams in Irvine and Los Angeles. Mentoring and managing 15 total engineers.
- Drove the Product and Engineering Division of Versus Gaming Network, the origination of Versus Systems.

### **Sleepy Giant Entertainment** – Newport Beach, CA

2013 - 2014

#### Technical Director

Provided technical leadership over a franchise development team for a start-up division within a company specializing in building custom software backend solutions for game developers.

#### Key achievements:

- Originally hired into the company as a Product Manager/Evangelist; used prior experience as a Game Developer to work directly with Sleepy Giant's CEO, Development Team, and Sales Leader to define product strategy and outline selling points of the platform to game developers.
- Promoted to Technical Director in 2013 upon the company's decision to launch a Game Publishing Division.

### **Superplay Games** – Irvine, CA

2012 - 2013

#### Technical Director

Member of the Executive Leadership team. Defined product and technical vision for a start-up software design company. Managed growing Engineering and Production teams totaling 12 employees in Orange County, CA and Shanghai, China. Oversaw project RFPs, and designed the company's technology and software architecture.

### **EA Mobile** – Playa Vista, CA

2008 - 2012

#### Technical Director

2009 - 2012

Served as technical stakeholder on internal cross-functional teams for EA Mobile games.

- Acted as main point of contact responsible for code quality, portability assurance, and technical support for external teams.
- Managed the software IT budget and services contracts; responsible for the setup, acquisition, and operational costs of hardware for network services of freemium and free-to-play products.

#### Key achievements:

- Successfully launched EA's first simultaneous iOS and Android cross-platform product, Madden NFL 12.

### Software Engineer II

2008 - 2009

Responsible for providing internal and external game team support and direction to integrate EA's tools and technologies while ensuring company standards.

#### Additional Experience:

Superscape, Inc. • Lead Software Engineer - 1 year & Deployment Programmer/Manager - 2 years

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## **Education**

University of Southern California • B.S. Computer Engineering Computer Science • 2005

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## **Community Service & Professional Affiliations**

LA CTO Forum ([www.lactoforum.org](http://www.lactoforum.org)) • Member • 2016 - Present

Aliso Viejo Little League • Coach • Board Member • 2014 - Present

USC • Viterbi School of Engineering Alumni Spotlight Panel Mentor • 2014 - Present

UCI • Technical Interviewing Presenter • 2014