Jason Byrne

Orlando, Florida

jason@jasonbyrne.net



linkedin.com/in/jasonbyrne



321-385-7223



https://jasonbyrne.net/

Experience



Chief Technology Officer

Echelon Fitness Multimedia, LLC.

May 2021 - Jan 2023 (1 year 9 months)

- * Oversaw the software engineering, quality assurance, cloud infrastructure, and Data/BI teams. Recruited, hired, and on-boarded entire teams.
- * Mentored engineers and pushed them to learn new skills, with a "Radical Candor" inspired style of empathy and transparency.
- * Interfaced regularly with stakeholders across the company to get feedback and sync expectations, working daily with product managers to align priorities and requirements, track deliverables, create project requirements, update roadmaps, and manage budgets.
- * Drove adoption of new technologies to phase out the technical debt of the early stages of the company in favor of modern, scalable, maintainable, and reusable systems.
- * Architected new systems: content management, ELT data pipeline, BI visualization dashboards, serverless event-driven workflows for workouts, video streaming, machine learning, REST API, SDK, shared UX component library, serverless webhooks for payment processing, subscription plans, and member management.
- * Managed a budget in the tens of millions, including our staff and cloud infrastructure in the AWS and Google Clouds.

Vice President of Engineering

FloSports

Sep 2013 - May 2021 (7 years 9 months)

- * Directly managed up to 25 employees and led a department of 50 engineers. Managed (directly and indirectly) teams, including dozens of engineers, designers, QA, and NOC technicians.
- * Led a team with an NPS score of 65, the highest in the company.
- * Served as chief architect and head of R&D. Identified optimizations and architected systems that resulted in millions in savings for the company and dramatically improved the speed and uptime of our applications and live streams.
- * Recruited and hired talent, growing the team from 2 to 60. Grew talent and promoted a healthy culture with long tenures.
- * Helped to close acquisitions, conducted technical due diligence, and then integrated those teams and technologies.

■ Founder

MileSplit, Inc.

Jun 2007 - Aug 2013 (6 years 3 months)

* Founded the company as a side project and bootstrapped it to full-time. It became the most popular track & field site in the country.

- * Built software and cloud infrastructure that scales to peaks of millions of users and database tables of hundreds of millions of rows. Still in use today.
- * Managed dozens of employees and contractors.
- * Inspired a generation of athletes and millions of coaches, parents, and fans.
- * Sold company to FloSports in 2013.

Director of Information Technology

Florida Industrial Scale Co

May 2004 - May 2007 (3 years 1 month)

Developed CRM application that managed the entire business: payables, receivables, inventory, sales pipeline, orders, and service. It synced wirelessly to a companion application running on tablets in the field. We spun off as a separate company and sold the suite to others in the industry for \$10,000-30,000 per installation. I ran IT operations, including servers, network, VPN to branch offices, support, backups, and website.

Software Engineer

MindComet

Jun 2003 - May 2004 (1 year)

Worked with clients (including NHL, Nextel, Sunshine Network) to create frontend and backend applications (primarily in PHP), and Flash ActionScript-based games.

Education



Florida Southern College

B. A. Journalism (News Media)

Skills

Organizational Leadership • Amazon Web Services (AWS) • JavaScript • TypeScript • Angular • Svelte • Software Architecture • Team Building • Software Project Management • Cloud Infrastructure

Honors & Awards



Most Valuable Performer - FloSports

Dec 2015

Awarded at the company off-site as the company's top individual performer for contributions over the past year.

Top Rated Manager - FloSports

Jul 2019

Award presented at a company-wide meeting, as my team had a +64 NPS score, the highest in the company (2019).