



Sam Kolb

(650) 888-8065 | E: samuel.kolb@gmail.com

650 30th Ave, SAN MATEO, CA 94403

PROFESSIONAL SUMMARY

Hands on technical leader with a proven track record building scalable software solutions delivering double digit growth. Built and managed teams both large and small, with strong product management background to complement excellent technical skills. Adept at managing multiple teams through all phases of the product and software development lifecycle, with strong mentorship and a bias towards execution and delivery.

SKILLS

Leadership

- Recruitment and hiring
- Project Management
- Product development
- Engineering Management
- Multi-Team Management
- Software Development Planning

Technical

- Scalable Systems Design
- SaaS
- C/C++, .NET, Python, React/JS
- Agile Development
- CI/CD
- SQL, NoSQL, GraphQL

WORK HISTORY

SENIOR DIRECTOR OF ENGINEERING

10/2016 to 12/2018

SurveyMonkey Inc. | San Mateo, CA

Managed Engineering teams supporting SurveyMonkey's SaaS business

Managed Growth Engineering team

Technical Lead on Plans and Pricing initiative that delivered 20% revenue growth in Q3 and Q4 of 2017

Built International Engineering team in Dublin

CEO AND CO-FOUNDER

01/2014 to 09/2016

Red Lozenge, Inc. | San Mateo, CA

Designed core business model for mobile games for healthy habits

Pitched investors and raised money to fund development

Hired and managed engineers and designers

Responsible for all development and execution

DIRECTOR OF ENGINEERING

05/2011 to 05/2013

Electronic Arts Inc. | Redwood City, CA

Managed team building out EA's Big Data Platform

Managed team building digital platform for EA core social games

Interim Studio Manager for 3 months

ENGINEERING MANAGER

04/2007 to 05/2011

Linden Lab | San Francisco, CA

Wrote client and server code for SecondLife, and persistent virtual world

Led team adding rich media content to SecondLife
Led Several teams building new client for SecondLife

SENIOR SOFTWARE ENGINEER

2004 to 2007

Activision Blizzard Inc.

Designed city simulation system for Spiderman game
Designed pathfinding system for multiple games
Designed game AI system for XMen game

SOFTWARE ENGINEER

1998 to 2003

Various Game Companies

Wrote game code

EDUCATION

Bachelor of Arts | Psychology

1997

San Francisco State University, San Francisco, CA

ACCOMPLISHMENTS

Allegory Management Training

Certification Date: Aug 2010

Allegory Inc. (<http://www.allegoryinc.com/>)

Tracking behavior and goal achievement

Patent date: Filed Apr 13, 2015 | US20150332149A1

Everwise Mentor Program

Nov 2017 - Present