

Bryan C. Gebhardt

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Accomplished technical manager with proven track record for building and leading engineering teams in fast paced, high growth start ups and medium sized companies.

September 2007 – present: Digital Fountain, Inc. (Fremont, CA)

October 2007 – present: Engineering Director – Responsible for design and development of the Content Delivery Network reporting system and customer portal.

December 2004 – September 2007: FunMobility, Inc. (Pleasanton, CA)

June 2007 – September 2007: Director of Engineering, QA, Process, and Tools Group – Responsible for all QA, internal tools, and engineering process improvement. Managing a team of 16 software engineers (5 onsite, 11 in Beijing), a department of 13 QA engineers, and multiple outsourcing initiatives.

- Within 1 month outsourced 60% of QA work saving an estimated \$10,000 per month.
- Increased QA output 5x to 200+ devices tested per month.
- In 6 weeks developed a handset tracking and business intelligence system using VB.Net and open source reporting tools including OpenReports, JasperReports, and Pentaho.
- Supervised the Beijing team to deliver 5 new content management tools and a new video rendering engine.

December 2004 – May 2007: Director of Engineering, Platform Group – Responsible for all new products and all major product updates. Built and managed a team of 21 software engineers (10 onsite, 11 in Beijing).

- Delivered over 10 mobile phone software product releases (BREW, J2ME, and WAP) that have generated over \$14 million in revenue; technologies used include Spring framework, JSP, JSTL, AJAX, Apache, Tomcat 5.5, Windows Server 2003, and SQL Server 2000.
- Doubled the size of the team in less than 6 months; built an 11 engineer offshore development center (ODC) in Beijing.
- Designed and deployed software for delivering and selling ringtones through website and phone-based products, which represented more than 20% of the company's revenue within 3 months of the product launch.
- Delivered key web products including a mobile web storefront (for selling ringtones and wallpaper) and a mobile phone community website (www.myapix.com).
- Deployed internal tools including Bugzilla for bug tracking, SVN for source code management, ANT release scripts, and Cruise Control automated builds.
- Implemented engineering process improvements including agile development strategies, use of design patterns & UML, JUnit, code reviews, reliability/load testing, and formal product release procedures.
- Developed a prototype of a Hibernate-based database access layer.

June 1995 – November 2004: OpenTV/Wink Communications, Inc. (San Francisco, CA) – OpenTV purchased Wink in 2002

November 2003 – November 2004: Principal Software Engineer – Member of the server group, which provided all software and services to support set top boxes in the field. Responsible for designing and developing products, and managing projects teams.

- Lead architect and project manager on data warehouse project to analyze transaction and usage data from over 50,000 subscribers; designed warehouse schema and ETL processes.
- Managed teams across 3 continents to develop and deploy an upgrade to an impression-based advertisement tracking system.
- Co-inventor of a pending patent for interactive application proxy technology (# 10/652,850).

July 2001 – October 2003: Engineering Manager – Responsible for all engineering work on the Wink Broadcast Server product line, which broadcast interactive applications to cable and satellite set top boxes. Managed 5 software and QA engineers.

- Led 3 broadcast server releases that were deployed to 25 sites and delivered television data services to over 10 million US households; technologies used: multi-threaded and network programming, C/C++, Tcl/Tk, CORBA, SNMP, and Solaris/Unix.
- Coordinated relationships with partners including DIRECTV, EchoStar, Motorola, Scientific Atlanta, Terayon, and Harmonics.
- Worked with ASI card, multiplexer, and set top box manufacturers to debug end-to-end system problems.

July 1999 – June 2001: Senior Software Engineer – Responsible for leading projects and teams, designing and developing products, and field support as a member of the broadcast server group.

- Led 5 software engineers to develop and integrate a broadcast server into DIRECTV's 2 satellite uplink centers.
- Delivered 99.99% system availability confirmed in testing with an automated test harness.

- Designed and developed interactive data protocol stacks using video broadcast and data encoding standards including NABTS, NTSC, MPEG, DVB, and DSS.

June 1995 – June 1999: Software Engineer – Responsible for designing and developing products as broadcast server group member.

- Formulated patented (#7,222,155) and patent pending (# 09/333,724 and # 60/407,325) technology to interface with broadcast automation systems for synchronizing interactive and audio/video content; technology incorporated into Wink broadcast server.

University of California, Berkeley. B.S. Electrical Engineering and Computer Science 1996