JAMES MATHIES

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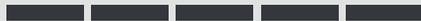
WWW : https://www.mathies.com/

WEBSITES, PORTFOLIOS, PROFILES
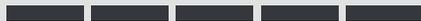
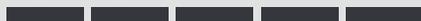- https://www.linkedin.com/in/james-mathies/

SKILLS

Software Design and Development (C, C++, Python)
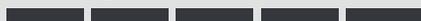
Organizational Management
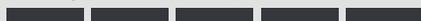
Engineering Team Management

Mentoring New Engineers and Managers

Data Analysis Skills

Strategic Project Analysis

PROFESSIONAL SUMMARY

Twenty nine years of experience in the software industry - twenty years developing code, eight years managing software development teams. I am passionate about managing technical teams, applying data analysis in decision making, and building cool software features. I also enjoy roles that bridge the gap between senior leadership and engineering.

WORK HISTORY

Senior Engineering Manager, 01/2021 to Current
Mozilla - Remote

- Rendering, Media Playback and Web Conferencing Teams Manager.
- Scope potential new browser features, oversee team roadmap discussions and planning, prioritize projects based on need and resource availability.
- Engineering management - host regular 1x1s, team standup's, and planning sessions. Solve interpersonal issues.
- Interviewed and hired Jr. managers.
- Data research - analyze telemetry data including the development of dashboards and tools for tracking product performance.
- Service company wide goals through project prioritization.

Graphics Team Manager, 01/2020 to 01/2021
Mozilla - Remote

- Organized and accelerated shipping a new Rust based graphics pipeline, a long running back-end re-architecture.
- Increased visibility within the organization about the team's current work and schedule.
- Worked with the team to develop a next gen roadmap concentrating on visual quality and performance.

Payments Team Manager, 01/2020 to 08/2020
Mozilla - Remote

- Managed a four person team exploring payments related features in Firefox.
- Worked with Product and Business Development to scope out a payments related roadmap.
- Coordinated with 3rd-party payment processors interested in integrating with Firefox.
- Shipped payment credit card and address auto-fill capabilities in Firefox.

WebExtensions Engineering Team Manager, 07/2019 to 01/2020
Mozilla - Remote

- Managed the engineering team responsible for development and maintenance of Firefox's extension system.

Install / Update Team Manager, 01/2019 to 01/2020

Mozilla - Remote

- Management of the team responsible for install and update infrastructure in Firefox.

Sandbox and Hardening Security Team Manager, 01/2017 to 07/2019
Mozilla - Remote

- Initially given responsibility over four engineers working on implementing sandbox process security.
- Expanded the scope of the team to include exploit response, Gecko platform hardening, 3rd-party injection mitigation, and security bug triage.
- Built the team out to 14 engineers and trained two junior managers.

Electrolysis Project Tech Lead, 01/2014 to 01/2016
Mozilla - Remote

- Tech lead for process separation, a complex re-architecture of the Gecko platform for supporting multiple processes dedicated to specific tasks.
- Ran standup's, prioritized specific engineering tasks, tracked rollout, developed release criteria, software development.

Metro Firefox Project Tech Lead, 01/2011 to 01/2014
Mozilla - Remote

- Tech lead for Metro Firefox, a tablet based interface for Firefox in support of Windows 8 Metro.
- Initial design, development, and coordination with other teams, ran standup's, prioritized specific engineering tasks, developed release criteria, software development.

Software Engineer, 05/2007 to 01/2011
Mozilla - Remote

- Developed various Windows platform integration features including Jump List support, download indicators, and 3rd party application content handler selection UI.
- Maintained Windows Flash, addressing various stability and feature issues.
- Triaged and fixed various Windows related bugs.
- Prototyped process isolation methods.

Senior Software Engineer, 01/2002 to 01/2007
VeriSign - Remote

- Worked within the Advanced Products Research Group investigating new product and service opportunities.
- Responsibilities included new product research and prototyping, design, development, and maintenance of numerous Windows applications and services.

Software Engineering Contractor, 01/2000 to 01/2002
Independent - San Francisco, CA

- Worked as a software engineer in Silicon Valley, through individual contracts and full-time employment.

Senior Graphics Developer, 01/1999 to 01/2000
SEGA - San Francisco, CA

- Development of a multi-player gaming framework for the Sega Dreamcast console.

Software Engineer, 01/1998 to 01/1999
Frog Design - San Francisco, CA

- Worked full-time as the lead developer/network administrator for the San Francisco office
- Worked closely with clients and project managers in assembling resources and developing project schedules and budgets
- Managed consultants hired to work on projects
- Software development.

Software Engineer, 01/1997 to 01/1998
Prophet Communications - San Francisco, CA

- Worked full-time as the lead developer/network administrator for a creative web design firm
- Company purchased by Frog Design.

Co-owner of a small ISP / software consulting firm, 01/1995 to 01/1996
SymNet Inc.

- Co-owner of a small ISP / software consulting firm based in Tallahassee Florida.

EDUCATION

Bachelor of Arts : Physics
Florida State University - Tallahassee, FL

TECHNICAL

ANSI C, C++, JavaScript, Python, Rust, Windows, MacOS, Linux, Android, Gecko, Windows API, COM, OpenGL, Re:dash, Google Docs, Trello, Bugzilla, Jira, GitHub, Mercurial, Scrum

HOBBIES AND INTERESTS

Fishing, Kayaking, Riding my Peloton, 3D Printing, Finance