

Chad Edge

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Summary

I'm certainly "adapt process that works" than strict Agile, a stickler for clear requirements and "stories" and an avid "make it reusable" junkie.

If delivering top projects, on time and exceeding goals are factors you're looking for, we should talk.

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Currently: 85% project and team management, 15% project development.

It has taken some time to grow into the leadership position I've hoped to hold, my desire and ambition to mold initiatives and manifest vision for a technical team has finally come to fruition.

As the director of a small engineering team within CBS Interactive (CBSi), I have the responsibility to mentor my developers, protect them from interruption and foster an environment of productivity and measurable success. My team develops within several disciplines and frameworks (PHP, Perl, MySQL, Postgres, API's, Kubernetes, and SASS). We create broad solutions and profitable results for our first-class clients (syndicated National broadcast television shows).

When not developing, I enjoy stand-up comedy and traveling back to my home of Seattle, Washington. I'm not the stereotypic "coffee snob" but it's very rare to see me without a cup of coffee in my hand.

Experience

Director of Software Engineering

CBS Interactive

Oct 2021 - Present (7 months +)

Managing engineers, devOps, and QA staff across several CBS Television Distribution products, leveraging many technology types and environments.

- Drupal 8
- React
- The Platform (MPX)
- Distribution via feeds, apps
- Streaming devices (Roku, Apple TV, All Access)
- Amazon services (Kubernetes, SAAS, monitoring)

A large amount of my day-to-day involves project and feature scoping to ensure maximum throughput for developers while managing expectations, dependencies and portability across brands.

Senior manager of engineering

CBS Interactive

Oct 2020 - Oct 2021 (1 year 1 month)

Manager of Engineering

CBS Interactive

Mar 2017 - Oct 2020 (3 years 8 months)

Lead Developer

CBS

Apr 2016 - Mar 2017 (1 year)

Lead developer responsible for high profile brands with millions of unique visitors per month. High likelihood of viral distribution due to content, the sites keep me and my team on our toes when it comes to responsive, streamlined delivery and scalability of both caching and hardware.

The domains we manage leverage several back end technologies and CMS platforms, from legacy (long-dead) to very modern (bleeding-edge Drupal).

We're making strides every week to get better in line with a traditional Agile workflow (Scrum), with continual improvement on process and roadmaps. With a better insight into our goals we are becoming more capable to deliver at the 'component' level which allows us to produce many more 'wins' in a shorter timeframe.

Senior Back-end Developer

Smashing Ideas

Apr 2014 - Jan 2016 (1 year 10 months)

- Developed API's for ingesting/distributing schedule content, media objects, more
- Crafted solutions for 1,000+ sites across 85 countries
- Quickly on-ramped from zero Drupal experience to daily backend development
- Created project plans, implementation, use-case documents.
- Created system to ingest and filter viewable content by geography, using entity system with a very flexible set of lookups for many content restriction rules. This was a global solution rolled out to thousands of domains.

Senior Interactive Developer

Nordstrom

Jul 2013 - Feb 2014 (8 months)

Senior developer responsible to several development teams across two buildings.

Mainly focused on the Nordstrom.com (or "Direct") products, I support the Web by coding in nearly all modern technologies - every day brings new challenges from building ASPX views and controllers in Visual Studio, to publishing via GIT (and often using some node.js build tools) for CSS/HTML in an entirely different workflow.

As complex as the Dungeons and Dragons badging system was (see previous contract at Crown Social), the development and publishing workflows at Nordstrom are even moreso. If a badging system is a 20-sided die, then the SDLC, day-to-day coding styles and environments, and breadth of technology at Nordstrom would be a dungeonmaster wearing a beard made of thousands of 20-sided die.

My daily work is generally well structured using a strong Agile methodology, with support from all teams at many levels. The largest challenge is dealing with a constant shift in tools and languages - one moment I'll be coding in ASPX, the next in responsive Web views, followed by a bit of jQuery plugin design. No day is the same, no two tools the same. Heck, no two hours are the same.



Contract Developer

Crown Social Agency

Jun 2013 - Aug 2013 (3 months)

Crown Social - an extremely hip, proactive and imaginative agency based out of Capitol Hill requested my skills to rapidly (and I mean rapidly) build an HTML5 + Facebook integrated Web application for Dungeons and Dragons (via Wizards of the Coast).

The application would operate with one set of views and actions on mobile/tablet devices, and another experience (embedded in a Facebook Canvas) on the desktop.

Mockups and starting art were provided, and from there I was off to the workshed. I was given just over a month to create a storage solution, an extensible back-end platform (I leveraged Laravel 4 - a PHP MVC-style framework) capable of moving from MySQL to Redis (or AWS) etc.

MVC is my bread and butter, but twenty-sided dice and an extremely complex badging system was not. That said, between the awesome staff at Crown Social and my capabilities for data structuring, we quickly developed the mobile version and had a working, public version within three weeks. The desktop/Facebook Canvas version came shortly thereafter.

Sure, nothing is perfect and there have been hiccups along the way (I cannot express how complicated a badging system can be), but I'm proud of the work - even my own mother plays the game!



Lead Developer/Analyst

Relaborate.com

Nov 2012 - May 2013 (7 months)

Extend a Wordpress platform application with plugins, media upload and semantic analysis tools.

Quickly devise solutions for both front and back-end problems and projects.

Leveraged various Amazon services (AWS) primarily using a LAMP stack and jQuery.

Published API's for long-polling (Comet-style) in JS & PHP.



Developer/Analyst

Jun 2011 - Nov 2012 (1 year 6 months)

Software developer for a WordPress-based, Amazon hosted Youth Sports Management startup. Korrio manages hundreds of thousands of sports events, players, parents, coaches, managers and financial records for teams and leagues nationwide.

Security and performance were of utmost concern in regards to access to data since many of the viewers of our application were children (hence youth sports), all adults had back- ground checks run, financial records were secured heavily, etc.

The two primary areas of focus while at Korrio were infrastructure and a V2 launch.

Infrastructure included the development of a multi-master and multi-slave Amazon RDS database system, scalable and highly reliable. Further, caching, reducing and optimizing datasets and client side DOM scripting was part of the daily routine. This was a multi-instance, multi-location system.

The version 2 and feature development included many HTML5 and responsive enhancements, including an Amazon S3 media gallery, a bi-directional (secure) e-mail and messaging system (tied to Sendgrid and Twillio), and an entire facelift of the framework using Twitter Bootstrap and jQuery.



Owner

OSNAP.net

Jan 1997 - Jan 2012 (15 years 1 month)

OSNAP.net - the Online Shows, News and Announcements Project, is a catch-all for much of my development skill-sharpening.

At it's inception, OSNAP.net was a platform for artists, venues and labels to promote their upcoming live events in a distributed manner (pre web-2.0).

As OSNAP.net grew, I introduced value-add services (eMusic.com previewing, ticket sales, mapping).

While I developed my professional career, OSNAP.net took a back seat. My lack of time to keep managing a live event system (62,000 bands and 3,000+ venues were listed through my service at it's peak), I closed much of the application and began using OSNAP.net more as a set of API's, sandboxes, and again - a catch-all for projects I'd start up.

I spend about 5 hours a month looking at OSNAP.net. I'd like to rebrand the domain as the Online Shows, News and Podcast Network - with free and low-cost streaming and hosting tools for various companies and small organizations. I've been building the new platform using RoR, but will not set a delivery date as I'm using the project to merely sharpen my skills.



Systems Analyst

The Seattle Times

Mar 2006 - Dec 2010 (4 years 10 months)

Lead developer on many "problem-solving" applications, geared towards reducing work- load, assets, and cost for all departments of the leading daily newspaper and news source in Western Washington.

Developed a multi-database image asset management solution replacing Extensis Portfolio server/client resulting in a \$30,000+ savings over the first year and eliminating 30+ desktop licenses.

Participated as architect and developer in many Agile/Act based projects. Co-wrote Agile/ Act based project management system with company management.

Participated in technical initiatives leading to 2010 Pulitzer Prize, and 2010 AMPE Innovator of the Year Award.



Interactive Developer

MorseBest Interactive

Jan 2004 - Oct 2005 (1 year 10 months)

Morse Best Innovation provides technical marketing services to the world's leading brands.

My position as Interactive Developer allowed me to work in many fields of media, including:

Video (produced, designed, and delivered large-scale HD video for Microsoft) (Developed training and demonstration video for Microsoft)

Web (many Web site designs including CSS and graphics and usability)

Applications (demonstration software)

*This description also consumes work related with Pixel Ranch.

Senior Web Application Developer

The News-Press Media Group (Part of the USATODAY Network)

1998 - 2000 (3 years)

Development of the daily Web site news-press.com, special sites (entertainment and information sites in German and English), and custom in-house coded applications.

Platform was a mix of CGI and PHP (mostly Perl, however).

Licenses & Certifications

 **Implementing and maintaining SRS - Netdesk**
2793

 **Core web application development - Netdesk**
2543

 **Advanced web applications - Netdesk**
2544

 **Developing apps using ADO.net - Netdesk**
2389

 **Programming a SQL Server Database - Netdesk**
2073

 **Expert Scrum Master Certified (ESMC) - Platinum Edge**

Skills

Agile Methodologies • MySQL • User Interface Design • Drupal • Amazon Web Services (AWS) • Kubernetes • Continuous Integration and Continuous Delivery (CI/CD) • Project Management • Budgeting • Software Development Life Cycle (SDLC)