

# David Lewanda

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## OVERVIEW

I am a technology leader with over twenty years of experience committed to developing world-class solutions for well-respected companies including Major League Baseball and Samsung. Having worked in mobile, consumer electronics, streaming media, and e-commerce in early stage startups to large multinational corporations, I have managed as many as 18 engineers throughout the stack including mobile, web frontend, and backend, developer operations (DevOps) and quality assurance (QA). I lead product development teams, drive resource allocation, define roadmaps, architect systems, and implement outstanding applications in collaboration with the executive team and external stakeholders. I have launched brand new applications within a year of conception and ensured they successfully served their users and met required quality metrics. Under my leadership, my teams have delivered mobile apps loved by millions of daily users at scale. For MLB as their Director of Software Engineering, Mobile Platforms, I managed legacy code bases and decreased application crash rates from 7% to 1.1% for an app with millions of daily active users with a focus on delivery quality and rigor.

## PROFESSIONAL EXPERIENCE

### ***Diamond Kinetics | Pittsburgh, PA (Remote) | July 2022 - February 2025***

The Trusted Youth Training Platform of Major League Baseball. Helping youth baseball and softball players get better and have fun doing it. Powering the sidelineHD live streaming experience for parents of youth sports participants.

#### **Director of Software Engineering**

Serving as the right-hand person to the CTO as we plan out company growth and organizational structure

- Lead the engineering efforts for the Product Development team as we grow an entirely new Diamond Kinetics experience, directly responsible for mobile and full-stack engineering, including resource allocation, hiring efforts of multiple full-time and contracting resources
- Defined and implemented cross-domain squad-based approach to be able to tackle multiple threads of work
- Instituted Agile methodology, issue management, and source code control processes best practices
- Formed a brand new QA organization tasked with testing and assuring quality across the portfolio of Diamond Kinetics products, including mobile and web applications used by demanding customers - *kids!*
- Contributed to the iOS code base in Swift, leveraging the latest APIs and technologies, including SwiftUI
- Instituted CI/CD processes using GitHub Actions and Xcode Cloud

### ***Major League Baseball | New York, NY | January 2017 - June 2022***

#### **Director, Software Engineering | May 2018 - June 2022**

##### **2021 - 2022**

Directed the **MLB App Platforms** team of 13 individual contributors, including iOS, Android, and full-stack developers.

- Led the team responsible for building the platform on which Major League Baseball delivers its exciting and unique product to baseball fans around the world
- Conceived and implemented a scaled app development model to enable multiple product verticals to deliver features reliably and predictably

- Defined mobile application architecture, shared component governance, mobile DevOps and SRE (eg. CI/CD, Observability, Engineering Quality Metrics), middleware and platform services in cloud services to reduce complexity in client applications, test automation and infrastructure and overall quality assurance
- Managed eight mobile and two full-stack developers along with a project manager and two test engineers
- Facilitated the communication between the leads of two separate product vertical teams on each of the iOS and Android mobile MLB App products as well as supporting our Apple tvOS and Android Fire TV apps
- Worked closely with product owners, project managers and executive leadership to deliver on the vision of bringing baseball to our fans 24/7/365!

## 2018-2021

Led the engineering efforts for the **MLB App** across the **Apple ecosystem** (iOS, watchOS, and tvOS platforms) where I was responsible for a team of 18 with 16 reports, (7 direct individual contributors, 1 manager with 4 reports, and 4 contractors) as well as 2 QA resources across the mobile and set top products in multiple physical locations

- Served as director for the keystone app for fan engagement and content streaming apps for Major League Baseball on Apple platforms (iOS, iPadOS, watchOS, tvOS), leading development efforts between the MLB App for iOS and watchOS, the #1 app for live baseball, and the MLB App for Apple TV, responsible for managing a development team of engineers split across both projects in three separate locations (NYC, Boulder, CO and San Francisco) as well as Test Engineering and Quality Assurance functions within the team
- Modernized the iOS app which has been a fixture in the iOS App Store since 2008, reducing the crash rate from 7% to 1.1% during my tenure while also leading the team through a rewrite of the tvOS app using the latest Apple technologies
- Interfaced with product, design and executive stakeholders to ensure a stable and consistent user experience across the product line
- Orchestrated the recruiting effort to grow the team from three full-time engineers to twelve after MLB divested the BAMTech division to Disney and sourced and onboarded contract developers to further augment the team capacity
- Managed the two-person engineering team working on First Pitch, the app for driving fan engagement with Minor League Baseball and directed the team through development of a cross-platform iOS and Android app written in Swift and Kotlin respectively

**Principal Software Engineer** | January - May 2018

**Senior Software Engineer** | January - December 2017

*Additional experience details available upon request*

## SKILLS

<b>Leadership</b>	Agile methodologies and processes, recruiting, performance management, organizational structure, strategic planning, product and program management
<b>Programming Languages</b>	Swift, Objective-C, C++, C, Java, Kotlin JavaScript/TypeScript
<b>Operating Systems</b>	Apple Platforms (iOS/iPadOS, tvOS, watchOS, macOS), Android, Linux
<b>Software Development Tools</b>	Xcode, Android Studio, Git, GitHub, JIRA, Confluence, Firebase, AWS, Google Cloud

## EDUCATION

<b>Lehigh University</b>	Bethlehem, PA	Master of Science - Computer Engineering	3.96 GPA
<b>Lehigh University</b>	Bethlehem, PA	Bachelor of Science - Computer Engineering	3.79 GPA