

Marc Bernstein

Engineering Manager

Address Redlands, CA, 92374

Phone (909) 747-7584

E-mail marc@marcbernstein.info

LinkedIn <https://www.linkedin.com/in/marccbernstein>

WWW <https://github.com/MarcBernstein>

WWW <https://bit.ly/mb-stackoverflow>

Experienced Engineering Manager adept at collaborating with customers, team members, and business partners to deliver high-quality work. Seasoned leader and engineer with 16 years of experience in software engineering, including 10 years across the mobile ecosystem, and fully remote for the last 6 years. Builds relationships and trust, and delivers timely, actionable feedback with candor.

Skills

- **Management:** Coaching, onboarding, mentoring, hiring, career ladders, team building
- **Mobile experience:** Android, iOS, React Native (incl. development, testing, build, deploy, release for all)
- **Agile:** Coaching, Scrum Master

Work History

2020-02 - Current

Engineering Manager

Knock, Remote

Responsibilities

- Managing existing team of 6 backend engineers, distributed across USA.
- Accountable for career growth and product delivery.

Achievements

- Reduced Sprint estimate misses to nearly zero by acting as Scrum Master and coach to improve development team's processes and communication.
- Improved company objective by 5%: "I get to know my teammates outside of work".
- Created weekly discussion group to mentor and coach junior managers.

2017-08 - 2020-02

Senior Engineering Manager and Product Owner

Hudl, Remote

Responsibilities

- Led mobile team to create strategy, drive vision, and collaborate with cross-functional teams. Accountable for delivery of products and company's mobile strategy.
- Bootstrapped the mobile team and hired 3 engineers.
- Owned and prioritized product backlog, and ran team's Scrum processes.
- Coached senior reports to take lead on specific projects, providing direction, feedback, and pushing them to grow their skillsets.

Achievements

- Planned and drove vision for a React Native library that allowed non-mobile engineers to write mobile features. Gained adoption by 3/5 apps and new features are written with it.
- Coordinated response to iOS 13 mandatory requirements, resulting in all fixes completed 4 months ahead of deadline.
- Hudl app has 4.4 out of 5 rating across both Apple and Google app stores, 1M+ installs.
- Led project to select coding tool for technical interviews, replacing previous tool with 90% uptime rate with one at 99.9%.
- Received inaugural Manager Impact award, recognizing for living out: "Our managers are coaches we entrust with developing and serving our remarkable talent".

2016-10 - 2017-08

Senior Software Engineer

Hudl, Remote

Achievements

- Improved unit test coverage by 10x and taught/mentored engineers on increasing confidence further with high quality tests.
- Researched React Native for Hudl and presented findings to 150 internal users. This led to company-wide adoption of React Native as the preferred choice for new features.
- Created an internal course that taught Android development concepts to engineers.
- Created and led Android Development Chapter meeting for Hudl's engineers to foster communications and to present on new tech.

2015-08 - 2017-08

Engineering Manager

Hudl, Remote

Responsibilities

- Managed team of 6 engineers in various domains, organized matrix-style, located in both remote and in-office locations.
- Responsibilities incl. 1-on-1 meetings, quarterly performance reviews, salary determination, driving high quality work, and coaching on professional development and growth.

Achievements

- Guided 4 reports to Senior Engineer promotion.

2014-12 - 2016-10

Software Engineer

Hudl, Remote

Responsibilities

- Was first full-time Android developer at Hudl, inheriting legacy codebase written by interns and contractors. Maintained existing features, fixed bugs, and created new features.

Achievements

- Replaced legacy HTTP stack with modern stack, enabling future hires to more easily onboard and create new features.
- Decreased build time by 500% by implementing best practices and fixing poorly performing build scripts.

2010-01 - 2014-11

Mobile Software Engineer and Development Lead

Esri, Redlands, CA

- Named Dev Lead of a team of 3 engineers working on greenfield data collection application. App was shipped Jan 2013, adopted by thousands of field users.

2004-06 - 2010-01

Software Engineer

Esri, Redlands, CA

Education

2001-09 - 2004-06

Bachelor of Science: Computer Science

California State University - San Bernardino

Frameworks, Languages, and Tools

- Agile development (Scrum), Jira, Confluence
- Android Studio, Eclipse, git, GitHub, Gradle, Jenkins, IntelliJ, TeamCity, Xcode
- Languages: Java, Kotlin, Objective-C, Swift, Javascript, TypeScript