




Chris Dolezalek

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 **EVP, Engineering, Hum Marketplace, July 2021 – Present**
Leading global R&D building a marketplace that leverages ML, AI and LLMs to analyze live financial data to match startups with investors. Acted as interim CPO

 **VP, Engineering, Prosper Marketplace – Feb 2019 – July 2021**
Lead P2P online lending company connecting borrowers and investors


- Leading globally distributed engineering of ~120, QA, TechOps, DevOps, IT at Prosper for Personal Loans, Patient Lending, HELOC and Credit Card Leveraging AI and ML.
- Completed 2020 with highest engagement and best execution ever measured despite Covid

 **Director, Engineering, Pure Storage - Apr 2015 – Feb 2019**
We Innovate so you can Innovate -. Valuation at 10.7.2015 IPO: \$3.1B

- Managed various engineering teams in FlashArray Business Unit
- Managed various engineering teams in later internal startup: FlashBlade Business Unit


 **EVP Engineering, Twitch (Amazon) - Jan 2014 – Mar 2015**
Twitch - world's largest video game broadcasting and chat community

- More than tripled the engineering team in one year.
- Aligned Engineering Priorities and Deliveries with Business Objectives.
- Managed Web, Back-End, iOS, Android, Xbox, PlayStation development efforts.
- Went through various due diligence discussions resulting in ~\$1B acquisition by Amazon.

 **Senior Director, Engineering, IMVU - Apr 2010 – Dec 2013**
IMVU is "The Lean Startup" cited by Eric Ries. Responsibilities included:


- Engineering development processes, Build / Continuous Deployment (every 10 minutes),
- Managing teams for Games, Mobile, Data, Payments, Services Platform, Fraud, Security, IT
- Developed Product and Engineering Managers and Lead Engineers

In 2013, IMVU had: 3.8+ billion chat room visits, more 450+ million friendships, 145+ million outfits, 5.4+ million product creations, and 165+ million product purchases.

 **Sr. Manager, Yahoo!Games - Sep 2008 – Apr 2010**

- Managed development of games.yahoo.com
- Worldwide Online Gaming Reached 217 Million People in 2007
- Yahoo! Games - #1 in the Games category based on audience December 2008

www.comscore.com/Insights/Press-Releases/2009/1/Online-Gaming-Grows

 **Director, Product Development, Intuit, Inc. - Nov 2005 – Sep 2008**
Managed internal startup building a foundation from ground up for Mobile and Flex/Web-based SaaS offerings to migrate 4 million small-businesses to build what became QuickBooks online

- Lead team of 63 (distributed: Mountain View, CA, Orem, UT and Bangalore, India)
- Created new data center with IT and worked with SCM on automated build-to-deploy.
- Migrated QB Desktop from Windows to XP-Compliant coordinating with 35+ partners

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Elementary/Middle School Teacher, Bay Area Schools - Oct 2001 – Jun 2005

Taught in various schools in Bay Area while taking psychology and teaching classes.

VP Engineering, BroadVision, Inc. – Sep 1996 – Sep 2001

Managed 130+ global employees + 40-50 consultants to build products generating software license revenues of \$250,838,000 on the lion's share of R&D expenses of \$51,621,000.

- Coordinated multiple product releases driving Engineering, QA, Release Management and Publications for all products:
Procurement, B2C, B2B e-Commerce, Knowledge, Content Management, Financial and Billing
- Established/Managed relationships with 20+ partners including CheckFree, ClearCommerce, CyberSource, Documentum, HP, IBM, Intel, Macromedia, Mercury, RSA, Siebel, Taxware, Tibco, and Verisign.
- Delivered over 100 aggressively scheduled product releases, as committed and on time to within 1 day.

Senior Manager, Informix, Inc. Menlo Park - Sep 1995 – Sep 1996

Managed repository development team using Versant OODBMS for NewEra product line
Implemented process changes which significantly reduced bugs found after code-completion.

Director, Product Development, Cooperative Solutions - Sep 1990 - Sep 1995

Provided traditional and client/server products and services to enterprises worldwide for the development of business-critical applications from concept through production/maintenance.

- Presented company/product strategies to industry analysts, press, & customers worldwide
- Directed development of Client/Server Application Development, Performance Modeling Process Management, Database Administration and Data/Process Modeling products
- Site director for Bachman subsidiary in San Jose, California (managing 40 employees)
- Bachman acquired Cooperative Solutions, Inc. in 1994 where I'd started as an engineer building an OO CM/VC system on SQL-Server platform. Worked my way up from there.

Engineer, Architect > Product Manager, Softlab, GmbH - Sep 1983 – Sep 1990

Engineer, architect, sales engineer, chief consultant, product manager growing Softlab as the 2nd fastest independent software company in Germany (behind SAP) from startup to BMW acquisition
Built distributed OODBMS, local HTML browser and world's first Software IDE.

Consulting engagements including Fiat, Bank of Scotland, Dresdner Bank, British Airways, ...

Intern, Atmospheric Sciences Research Center, SUNY - Jun 1980 – Aug 1982

Acid Rain Source > Deposition/Wind Trajectories Analytics / Graphs via Altair Mini contributing to:

- Scientific American "The Challenge of Acid Rain" Vol. 259, No. 2, pp. 30-38
- Report to U.S. Congress - "An Analysis of Issues Concerning Acid Rain" GAO/RCED-85

University of Virginia, BS Physics 1979 – 1983

Also completed classes necessary for BA in Mathematics and BS in Computer Sciences
Ultimate Frisbee (U.Va. placed 4th in US nationals in 1982, later 1st in German Nationals)