

# Michael A. Chang

Los Angeles, California, USA / Kapp, Norway

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## Summary:

I am a full-stack entrepreneur.

My passion is solving problems and doing whatever is necessary to make a company go. I love learning new technologies and finding novel, creative solutions, yet I understand the importance of finding practical, comprehensive answers that fit the time, budget and personnel for the most difficult challenges.

### Core competencies include:

Cloud Computing and Infrastructure • Systems Administration and Engineering  
Computer Networking • Distributed Systems • Computer and Network Security  
Mobile, Web, and Desktop Software Architecture and Development  
Managing and Leading Remote Technical Teams • Developing Efficient and Effective Teams  
3D/VFX Production Pipelines • Client Relations • Strategic Planning • Contract Negotiations

## Experience:

**Zorroa** remote  
Contractor 2016 – present

- Created an Amazon AWS environment for the company to move their core application. Assisted them in modifications to their application to support a Cloud and Docker based infrastructure. Developed tools (python) for application build and deployment to EC2.
- Defined specifications for a complete end-to-end configuration management system supporting multiple platforms and environments.
- Managed business infrastructure/environment (DNS, Google GSuite, Nagios, Slack, Github)

**Carmunity** remote  
Advisor 2016 – present

- Technical advisor for the design and development of a car-pooling mobile app.
- Defined technical specifications and assisted in hiring out-sourced development team.

**Cloudpic Global** remote  
Co-Founder 2008 – 2016

- Managed day-to-day business operations for a multi-national, venture backed startup. Cloudpic raised 2 rounds of funding and peaked at approximately 25 employees.
- Selected, contracted, and liaised with outsourced human relations and accounting firms.
- Oversaw, designed, and implemented cloud and virtualization based IT infrastructure.
- Designed and developed an in-house cloud based software-testing framework for a custom, peer-to-peer filesystem.
- Conceptualized and lead the development efforts of ZIF! - An easy to use, direct, file sharing application.
- Conceptualized and lead an offshore development team in building a highly scalable, remote application execution engine on top of Amazon AWS.
- Provided support, leadership, and direction to a range of international consulting clients.
- Managed vendor relationships and business development efforts.
- Project managed, software developed, and was responsible for all the hardware for an Augmented Reality experience that featured Disney/PIXAR CARS characters for the Petersen Automotive Museum.

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## Chang Industry

La Verne, CA

Engineer

2007 – 2008

- Software and systems engineering on multiple government contracts.
- Reviewed a portfolio of patents and developed business strategies to bring those ideas to market.
- Assisted in the development of an embedded Linux system to control targets in a training facility for the United States military.
- Contributed in developing a long-range 802.11 mesh based system to stream video from an autonomously flying drone aircraft.

## Voter's Choice

remote

Co-Founder

2007

- Startup developing a solution for an easily verifiable, accurate and secure voting solution.
- Was responsible for initial plan, concept and approach for the company.

## DreamWorks Animation SKG Glendale, CA / Redwood City, CA

Head of Global Pipeline

2003 – 2007

- Effectively managed and streamlined strategic objectives throughout a 1200 person studio working on multiple feature films, special projects and across multiple locations. Understood and balanced the needs of individual projects with overall studio objectives. Was sensitive to cultural differences that exist between different facilities. Led consensus efforts to determine best-of-breed techniques.
- Lead a department of approximately 60 Department Technical Directors. Responsibilities included recruiting, contract negotiation, career development, budgeting, project management, and technical leadership of the department.
- Responsible for leading the design and development for the studio's production pipeline throughout the entire production process. Understanding of how artists and creatives work and how different departments work together to optimize efficiencies. Worked with all departments, from Editorial, all the way through a studio, back to Editorial.

## DreamWorks Animation SKG

Glendale, CA

Consultant

2003

- Provided a technical assessment and support for an offshore production studio contracted by DreamWorks Animation for the production of the NBC TV series "Father of the Pride".

## PDI/DreamWorks

Palo Alto, CA

Lead (Supervising) Technical Director – Commercial and Feature Effects

2000 – 2002

- Supervised a team of 4 Technical Directors and 4 Pipeline Engineers responsible for the pipeline and workflow used in TV commercials and visual effects in films.
- Responsible for all "technical" aspects of the Commercial and Feature Effects division. This included interacting with software R&D, IT, and editorial. Budget responsibilities for hardware and software purchasing.
- Worked in a high-paced/high-intensity environment. Involved in over 50 projects over the course of 2 years. Projects and clients included the films: Minority Report, A.I., Mission Impossible II, and commercials for: Intel, Visa, Kool-Aid, and SEGA.

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## **PDI/DreamWorks**

Palo Alto, CA

Job Technical Director – Commercial and Feature Effects

1999 – 2000

- Provided support, development and animation on the Antz segment of the IMAX film: Cyberworld-3D
- Assisted in creating a real-time, interactive, fly-through environment on the GScube for Sony Computer Entertainment of America. This was demoed at SIGGRAPH 2000.

## **University of Utah – College of Engineering**

Salt Lake City, UT

Contractor

1998 – 1999

- Designed and implemented a physical security system using micro-controllers and locks for the HEDCO Micro Engineering Laboratory.

## **Pacific Data Images (PDI)**

Palo Alto, CA

Systems Administrator

1996 – 1997

- Supported over 300 UNIX, 125 Macs, 15 PCs and over 250 users.
- Planned an instituted Internet connectivity for the studio. Handled deployment of email and web servers.
- Involved in network design, implementation and expansion.
- Designed and implemented company wide backup policies and procedures.
- Assisted the R&D department in porting custom applications from SGI IRIX to Intel based Linux servers.

## **XMission**

Salt Lake City, UT

Systems Administrator / Webmaster

1993 – 1996

- First employee of Utah's first Internet service provider (ISP).
- Duties included providing systems and network administration, telephone technical support, security auditing, website development and on-site consulting.

## **Education:**

- Evented Mind/Frontend Masters – course on Meteor web framework 2015
- Code School – course on Angular.js 2014
- NovaEd – courses on Technology Entrepreneurship (Stanford Professor) 2014
- True North Leadership and Management Training 2005
- Courses in Maya, Shake and Houdini 2000 – 2002
- University of Utah – Bachelor of Science in Computer Engineering 1998

## **Computer Skills:**

- **Operating Systems:** Linux, FreeBSD, MacOS, iOS, Windows, IRIX, Solaris/SunOS
- **Programming Languages:** Python, Perl, Javascript, C, C++
- **Web:** Meteor, HTML5, CSS, Bootstrap, Apache, Nginx, Drupal
- **Databases:** MySQL, PostgreSQL, CouchDB, MongoDB, SQLite
- **Cloud:** Amazon AWS, RightScale, Rackspace, Google App Engine
- **Virtualization:** VMWare ESXi, Docker
- **Other:** SVN/GIT, DNS/BIND, Postfix/Sendmail, ZeroMQ, Atlassian's Jira/Bitbucket/Bamboo/Confluence/Hipchat, Jenkins, Zendesk, Puppet, Ansible, Agile/Scrum, Nagios, Cisco IOS, Slack, Pivotal Tracker

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## Other:

- Participant in Startup Weekend - idea selected for development 2013
- President Villa Cavalaire HOA Board 2012 - 2013
- USA Ultimate Level I Certified Coach 2011 - present
- SIGGRAPH S3 Student Volunteer Mentor 2011
- Los Angeles Community Emergency Response Team call-out volunteer 2008 - 2015
- Regular Interop Network and IT Conference attendee 1999 - present
- Occasional SIGGRAPH Conference attendee 1996 - present