

Marc Sibson

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Profile

I'm a problem solving leader who loves challenges and growth. As a developer turned manager, my goal continues to be building delightful impactful products, but now I'm focused on helping others thrive and excel while doing so. Building vision, culture and teams rather than code has taught me to appreciate the complexity, nuance and obstacles people introduce. Having recently moved to Ontario after nearly ten years on the west coast, I'm longing for a return to moderate winters, ocean breezes and real mountains on your doorstep. I'm looking forward to broadening my horizons, learning from my peers and making a difference.

Work Experience

Engineering Manager, Heroku/Salesforce **Jun 2016 - Present**

- Total ownership team responsible for strategic product, that drives YoY ACV growth for Heroku's fastest growing and most substantial business segment
- Encouraged and supported team members personal and career growth, 2 Lead, 1 Principal and 1 Architect promotion within team
- Assisted peer's growth by institution of manager circle, a safe group space for EMs to get advice/coaching, and helped others build peer networks via organized 1:1s
- Assumed day to day Product Manager responsibilities during extended search for new PM, including roadmap, customer de-escalations, pre-sales
- Aggressively pursued new product vision that became foundational to Org wide pivot
- Utilized data backed approach, team surveys and cycle time, to guide fully remote team in building a healthy collaborative environment and increase ability to deliver high value/quality features
- Created additional capacity by reducing support escalations and interrupts, ~30h/wk at random to ~5h/wk scheduled
- Facilitated experiential learning workshops to help team discover and address blind spots and opportunities for improvement

Principal Member of Technical Staff, Heroku/Salesforce **Aug 2014 - Jun 2016**

- Back-end distributed systems development of Heroku Connect, a cloud based bi-directional database synchronization SaaS for Salesforce Core CRM Data.
- Drive improvements to service reliability, including improving platform observability, managing architectural change and bootstrapping CI/CD efforts
- Built release confidence by introducing integration canaries, improved automated test coverage and performance optimization
- Identified and built out patterns, frameworks and documentation to increase team velocity

Lead Software Engineer (Full Stack Web), Tindie **May 2013 - Aug 2014**

- Full stack development for a two-sided marketplace startup
- Reduced AWS costs more than 60%, while improving reliability, performance and maintainability
- Led design and development of accounting, shipping, fraud detection, analytics and image management systems
- Demonstrated ability to work with a distributed international team in a startup environment

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Lead Software Developer (Distributed Systems), Evertz Microsystems
April 2008 - May 2013

Senior Software Developer (Embedded Systems), Evertz Microsystems
April 2004 - 2008

Strengths

Leadership

Building Trust: with empathy, transparently and vulnerability, resulting in high retention, relative to Org, increased feedback and psychological safety as reported by team. Ruthless Prioritization: focus, focus, focus and say no. WIP limits, Icebox with comms templates, relief valves (Hygiene Week, On-call, Hack week) Excelling while Making do: managed flat head count, while team supported exponential customer growth, while also being one of few teams to deliver net new product. Breaking Silos: gaining support from other teams. Customer Support handled more tickets, Core teams developed features for us, strategic alignment creating more opportunities

Technical

Distributed Systems, Networking, Embedded Systems, Control Systems, Cross-platform Continuous Integration, Continuous Deployment, Build Processes Python, C, HTML, JavaScript, C++, Java, PostgreSQL, Redis, Kafka, AWS

Studies

Workshops

- Problem Solving Leadership *with Ester Derby and Don Grey*
- Software Leadership Seminar with *Marcus Blankenship*

Graduate Studies, Computer Science McMaster University

Sept 2002 - April 2004

- Awarded Ontario Graduate Scholarship
- Completed course work in Human Computer Interface, Combinatorics and Computing, Object Oriented Design, Independent Study - User Interface Tools
- Teaching Assistant responsible for creating assignments, grading, assisting students with questions, offering feedback and guidance for several undergraduate courses

Bachelor of Science, Summa Cum Laude, Honours Computer Science, McMaster University

September 1997 - April 2002

- Awarded Gerald L. Keech Medal (2002), Dr. R.A. Thompson Prize In Mathematics (2000), University Senate Scholarship (1998, 1999), and Dean's Honour List
- Recipient of NSERC Research Grant
- Created a real-time, multi-player, networked, cross-platform game engine and multiple games for senior thesis project.
- Studied Operating Systems, Computer Architecture, Computer Graphics, Data Structures, Software Engineering, Artificial Intelligence, Graph Theory, Linear Algebra and Combinatorics
- Teaching Assistant responsible for running tutorials, grading and online support
- Internship, Evertz Microsystems