

Troy E Foster

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An experienced software engineer and manager looking for opportunities to lead people and teams in being more effective at delivering value to customers in sustainable and meaningful ways.

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CA Technologies - (Nov 2015 to present) The Agile Management Business Unit within CA seeks to help teams and enterprises achieve their goals by facilitating multi-level agile best practices through our industry-leading software solution, Agile Central.

Manager, Software Engineering

- Defined values and expectations for a team of engineers.
- Coached team members in the areas of career development, individual success, and team success.
- Promoted and guarded a culture of work satisfaction through a sense of urgency, meaningful work, and a balanced life.
- Collaborated with other teams/managers/directors to drive innovation, manage tech debt, and reconcile competing interests.
- Facilitated a team approach to hiring new developers.
- Balanced and communicated compensation changes and promotions for my reports.

Senior Software Engineer

- Delivered customer value through software implementation via agile methodologies.

Thetus Corporation - 2 years (Nov 2013 - Nov 2015) Thetus produced software enabling analysts to gather and process disparate data in order to understand complex situations, tell stories, and inform decisions.

Manager, Principal Engineering

As manager of the principal engineering team, I led a team of software architects to define and nurture the technical roadmap for the engineering teams. I worked across departments to anticipate architectural needs for new products and features as well as client-specific and deployment needs.

- Defined vision and goals for the principal engineering team.
- Prioritized work for principal engineers based on product needs and technical roadmap.
- Coached engineers on improving productivity and effectiveness.
- Managed performance and reliability across the software stack.
- Defined Principal Engineering role and individual member focus areas; selected new PEs for the team.

Client Principal Engineer

As a Principal Engineer, I was the lead architect for the client software stack. I made architectural decisions and solved the hard problems. Upon taking on the PE manager role, I maintained Client PE responsibilities.

- Analyzed needs and created architectural designs for client side development work to meet product requirements.
- Implemented software solutions for the more difficult and performance-related client-side development challenges.
- Researched and selected tools and third-party libraries for integration into web applications.

Mercury Intermedia - 6 months (April 2013 to Nov 2013) Mercury is a software development agency that provides identity, design, and development services. They specialize in custom data-driven native mobile applications.

Platform/Web Developer

- Implemented client-side web apps both for internal use and for clients, including both the Javascript and layout components, using frameworks such as KnockoutJs and Angular.js and using sass styling tools. Backend work included .Net and Node.js systems.
- Developed Javascript API libraries for the Mercury proprietary M3 CMS system and third party data services.

Rustici Software - 5+ years (2007 to 2013) Rustici develops standards-based tools and libraries to assist companies in their online learning efforts.

Sr. Developer

- Web Application Developer for the ongoing SCORM Cloud project and multiple other web applications and tools.
- Maintained and Enhanced the SCORM Engine eLearning delivery tool to meet SCORM conformance.

Gallagher Financial Systems - 3 years (2004 to 2007) Gallagher develops loan origination software.

Web Application Developer

- Maintained and enhanced enterprise mortgage origination web application software; specialized in interfaces to third party systems.

Milsoft Utility Systems - 2 years (2001 to 2003) Milsoft develops engineering and operations software for electrical utility co-ops.

Developer

- Implemented map translation tools to transfer data between different map and drawing formats and various other development-related tasks.

MS Software Engineering - Texas Tech University - 2003

BS Computer Science - Abilene Christian University - 2001