

Ivan Spogreev

Technology Executive

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Vancouver, Canada

SUMMARY

An accomplished technology entrepreneur with a track record of providing technology and product leadership at both startups and companies like Electronic Arts.

Extensive experience in lean methodologies, product management, architecture, SaaS platforms, IoT, cloud services and scalable device manufacturing. Building and leading high performing cross-functional teams in four different areas across three continents.

Big believer in leading by example, always ready to dig in and show not just tell what to do. Creates a culture of innovation, encouraging team members to find new and better ways to achieve their goals. Multiple Best-Innovation awards, public speaker, industry representative at "Future of IoT" and Canada-Taiwan Printed Electronics summit.

Cares deeply about the teams and people he works with, ensuring they are setup for success by aligning individual objectives with the company goals.

KEY SKILLS

SaaS Products

IoT Products

Knowledge Management

Hiring

Corporate Learning & Development

Cross-functional teams management

Mentorship

Long term strategy

Talent Management

Career Development

TECHNICAL ENVIRONMENTS

- **Full cycle product development:** Web Applications, Mobile Applications, IoT devices, Printed Electronics, Video Games
- **Languages, Frameworks and DBMS:** C++, C, JavaScript, React, React Native, NoSQL (MongoDB)
- **Operating Systems:** Windows, Linux, iOS, Android
- **Cloud Technologies:** Azure, AWS, IBM Cloud. Monolith, microservice and serverless architectures. Highly scalable and reliable services.
- **Testing:** Unit tests, integration and end-to-end testing. Continuous integration of software and firmware.
- **Areas of Interest:** Web Application Programming, Machine Learning, Internet of Things, Distributed Computing, Streaming Services, Data Structure, Algorithms, Cloud Applications, Game Development.

PROFESSIONAL EXPERIENCE

CuePath Innovation

Co-Founder, CTO

Vancouver, CA

Apr '15 - May '20

A healthcare IoT start-up that provides Medication Adherence as a Service, raised USD \$2M+, graduated from Techstars Seattle

Technology Role

- Developed a **Web Single Page Application** for Pharmacies and Home care Providers using React
- Developed mobile application for caregivers using **React Native**
- Led **microservice and serverless** backend development on Azure
- Organize the development process, streamline git flow, implement CI/CD on **Azure DevOps** and **BitBucket**
- **3rd party API** development, **Swagger** and **Azure API** Management Service, **Auth0** integration
- **C Firmware** development for low power **BLE** IoT device
- Multiple **Patents** and **IP** development
- Industrial and mechanical design, engineering and manufacturing
- Developed and implemented a scalable **manufacturing** and assembly line in **China**

Strategic Role

- **Built** from scratch & directed the firm
 - Grew the company to **15 people**
 - **Led** and managed multiple **cross-functioning teams** in the development SW, FW, design and manufacturing across **multiple regions**
 - Developed company **Product** and **IP strategy**, business plan and roadmap
 - **Raised \$2+ million** from **multiple investors**
 - **Public speaking** and product demonstration around the world
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Electronic Arts

Software Engineer

Vancouver, CA

📅 Mar '13 - Apr '15

A world leading video games developer and publisher.

Key Deliverables

- Design and implementation of the Physically Based Rendering System (PBR).
 - Led the transition of the artist's department to adopting new rendering system.
 - Proposed and drove multiple initiatives such as Believable Characters.
 - Published an article in "GPU Pro 6" book based on the results of our work.
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HB Studios

Senior Software Engineer

Lunenburg, CA

📅 Jan '11 - Mar '13

A video games developer with one of the best company's culture I've ever seen.

Key Deliverables

- Led a render team while working on Madden 2013 for Vita. The game highly positive reviews highlighting the visuals. Optimization work for Vita and mobile devices.
 - Drove the company's technology innovation strategy as a member of R&D team.
 - Consult and help internal teams about rendering questions, problems and possible solutions.
 - Ported multiple games to the new platforms as a solo contributor or a team leader.
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Ubisoft

Lead Rendering Engineer

Kiev, Ukraine

📅 Nov '09 - Oct '10

A world leading video games developer and publisher.

Key Deliverables

- Led a render team while working on Tom Clancy's Splinter Cell: Conviction for Mac.
 - Hired junior and mid-level software engineers.
 - Built project plan and deliveries. The team delivered the project on time and within the initial budget.
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Dragonfly Games

Founder, CTO

Yaroslavl, Russia

📅 Jan '08 - Dec '09

An indie game developer and outsourcing studio.

Key Deliverables

- Founded and built a small independent studio.
 - Contracts development and negotiation with publishers.
 - Created an add-on for WWII BATTLE TANKS: T-34 VS TIGER and launched the game in Europe.
 - Consulting and coding for "Transporter" game.
 - 6 web games were built and published.
 - Built a team of 5 people to develop and launch multiplayer web-based shooter game.
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EDUCATION

Master in Computer Science

Yaroslavl State University

Russia

📅 Sep '03 - Jul '08

The University of Yaroslavl State, Russia

INDEPENDENT PROJECTS

Fileloo | 2019

The simplest file sharing web service. Free, unlimited speed, up to 5 Gb files.

Key Deliverables

- Low cost, highly scalable serverless backend architecture
- Fast, size optimized React frontend
- Backend security without users authentication

Zaspia: website analytics powered by AI | 2020

SaaS product to provide in depth website content analytics using Machine Learning techniques

Key Deliverables

- Website visitors tracking script built with ES6 and Webpack
- 3rd parties services integration for website screenshots and ML image classification
- Azure Machine Learning Services for the backend algorithms
- Serverless backend API and Web
- React SPA for the customers
- Stripe payment integration

ACCOMPLISHMENTS

- Graduated from **Techstars** Seattle, 2017
- Awarded **Best Innovation** in British Columbia, Canada, 2018
- Guest **Industry Expert** at Fraser Health Innovation workshop, 2019
- **Industry representative** at Canada Taiwan Printed Electronics summit in Ottawa, 2018
- Guest **IoT Industry Expert** and Speaker at BCIT faculty summit, 2019
- **Participant and Speaker** at C2CAN China Business Development Trip, 2017
- **Emerging Rocket** in Digital Health, 2019