

# Derek Sessions

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Product and mission driven engineering leader, specializing in high performance backend systems that enable compelling customer experiences. I specialize in deeply understanding technical details and using efficient processes and organizational tools to help my teams perform at their best

## EXPERIENCE

### **Panopto, Seattle**

Panopto is a SaaS video management system for education and enterprise that allows anyone to share knowledge with video. Panopto serves >10M customers who use the product to view >10M hours and create >1M hours of video each month

#### **Engineering Manager, Video** December 2019 - October 2022

Managed the Video organization of multiple teams, including team leads and principal engineers. Scope included all video (creation/editing/consumption), analytics, and cloud operations. Responsible for hiring, people management, roadmap planning, project oversight, product management, and operational tasks

- Lead my team to success in business critical projects to reduce processing costs by over 70% during the pandemic. Ran planning, GANTT charts, design and technical reviews, implemented features, executed deployments, and managed rollouts
- Managed the development side of many other high visibility cross-org projects including an overhaul of the pricing model, achieving SOC2 compliance, and building a new multi-stream webcast viewer
- Set the organizational gold standard for GANTT and per-team roadmapping. Drove executive reviews, business plans, and status updates. Repeatedly called upon to rescue and bring order to ailing projects or product areas
- Built the career leveling ladder for all developers and development leaders at Panopto, defining expectations per role and level
- Organized and provided oversight into org-wide developer hiring, refined hiring processes, and ran many interviews for IC and manager candidates
- Operated as a stand-in product manager, building outcome and feature specs and aligning efforts to business and customer needs
- Remained hands on, providing support when needed to the team including feature development, releases, and customer ticket handling
- Ran org-wide compliance, security, and responsible disclosure programs

#### **Principal Technical Lead, Media** January 2019 - December 2019

60% IC, 40% manager role for the media team. Scope included video creation and processing, 1st and 3rd party recording clients, and customer conversions

- Led a rapid response vTeam to stabilize webcasting to support business-critical customers. Included building a detailed end-to-end understanding of the system, implementing design improvements and bug fixes throughout the entire product stack, and manually monitoring webcasts. Achieved all business goals, retaining key enterprise customers

- Led another rapid response vTeam to prepare for a customer webcast with viewership 20x higher than ever before supported. Successfully improved system scalability and design, and load tested to the target capacity
- Built the proof-of-concept for Panopto Capture, a web based multi-stream recorder that is now used for 40% of Panopto's on-demand recordings
- Advocated for and organized the first Panopto Hackathons, which became a successful bi-yearly event with strong executive support

### **Senior Technical Lead, Media** September 2016 - January 2019

60% IC, 40% manager role for the media team. Scope included video creation and processing, recording clients, and customer conversions

- Designed and built the entire RTMP ingestion architecture in Panopto, used for business critical webcasts and partner integrations. Scaled to support tens of thousands of hours of content broadcasted each month
- Built a platform and strategy for 3rd party remote recorders, including building executive consensus, redefining and building a public REST API strategy, engaging directly with partners, and implementing the new system. Earned a company-wide "Take Action" award for this work
- Modernized the video encoding engine through both personal efforts and by designing and managing projects driven by my team
- Participated and presented in user conferences, growing an understanding of customer needs and building customer relationships
- Took over and expanded college recruiting at Panopto, leading to multiple full-time and intern hires

### **Senior Developer, Media** October 2015 - September 2016

- Built assorted full-stack media and recording client features
- Rescued a failing customer "conversion to Panopto" pipeline, delivering on commitments and redesigning the process to be more scalable and resilient. Earned a team-wide "Gritty" award for this effort.
- Optimized and rewrote parts of the media engine to improve encode times, lower COGS, and lower recording client CPU usage

## **Microsoft, Seattle**

### **Senior Software Engineer** August 2009 - September 2015

Software engineer on the Windows Advanced Rasterization Platform (WARP) which provides a fully functional DirectX software fallback

- Started as an SDE 1 and grew into a Senior SDE in 5 years
- Built support for new DirectX2D & DirectX features in a heavily concurrent and high performance system, including a JIT SIMD compiler

## **EDUCATION**

**Rice University, TX** - *B.S. in Computer Science* 2005 - 2009

## **AWARDS**

- Panopto Leadership Award: Take Action
- Panopto Leadership Award: Innovate and Simplify
- Panopto Development Team "Gritty" Award

## **SKILLS**

**Languages:** C#, C++, Typescript, Python

**Technologies:** Video and streaming media, AWS, Docker, .NET Framework, distributed & concurrent systems