Don McCaughey

- don@donm.cc

I'm a software engineer with strong technical, leadership and organizational skills. I build high performing, collaborative, cross-functional teams that focus on sustained, predictable delivery of value to customers.

United States Digital Service

Remote 2023 to 2025 Digital Services Expert

USDS helped agencies across the federal government build and improve their software systems, delivering a better government experience to millions of people. At USDS I was detailed to the Department of Veterans Affairs (VA) Office of the CTO (OCTO), where I was the mobile engineering lead responsible for the [VA: Health and Benefits mobile app][1].

- Engineering leader for a thirty person mobile development team.
- Shipped a high quality release every two weeks used by over one million veterans monthly.
- Worked closely with health, benefits and digital experience teams to ship new mobile features.
- Helped develop and run a lightweight engineering review for fifty contract teams building on VA.gov, spotting problems or omissions in 75% of projects.

[1]: https://mobile.va.gov/app/va-health-and-benefits

Cruise

San Francisco, CA 2022 to 2023 Staff Software Engineer

I worked on cloud services for managing Cruise's fleet of autonomous vehicles.

- Drove efforts to improve engineering culture and standards.
- On-boarded and mentored new engineers as the team doubled in size.
- Helped get a complex cross-functional integration effort back on track.

Truework

San Francisco, CA 2019 to 2021 Engineering Manager

I was the first engineering manager at this early stage fintech startup.

- Established a fast and lightweight weekly planning and delivery cycle that increased engineering velocity and predictability.
- Doubled the team to 15 engineers, hiring across all experience levels.
- Guided delivery of public SDKs, SSO, internal tools and partner integrations.

Copper CRM

San Francisco, CA 2016 to 2019 Principal Software Engineer Engineering Manager Senior Engineering Manager

I joined Copper as the sole developer for their native iOS app. I became manager of the mobile team and infrastructure team.

- Established a regular release cadence and shipped many new features.
- Grew the mobile team from two to six engineers and fostered a collaborative, cross-functional team culture.
- Quadrupled web app release rate by improving the release process.

Burlingame, CA 2008 to 2016 Founder and Principal Developer

- I ran a small software development firm. Interesting projects included:
- **Square**, 2012 _iPad integration with point-of-sale (POS) hardware_ Built an iOS library linking the Square POS app with the Square Stand. Worked with the app team and embedded software team to create APIs and communication protocols. Built engineering test applications.
- **Facebook, Skype, Pivotal Labs**, 2011 _Skype app for unreleased phone_ Created a Skype client for a mobile OS built on an Android core. Worked with Skype and Facebook engineers to integrate the Skype client library with the phone's custom UI toolkit built atop HTML, CSS and JavaScript.
- **BMW**, 2009-2010 _first iPhone integration for the [BMW Mini][2]_
 Designed and implemented a unique proxy to direct HTTP connections from the
 app to the [automotive head unit][3] over the phone's 30 pin connector.
 Worked with embedded engineers to design a communication protocol. Built
 tools in C++ to diagnose intermittent data corruption. Implemented simple
 flow control to work around deficiencies in the underlying [iAP protocol][4].

[2]: https://apps.apple.com/us/app/id1519458349
[3]: https://en.wikipedia.org/wiki/Automotive_head_unit
[4]: https://archive.org/details/ipod-accessory-protocol-interface-specification

Education

- **Stanford University** One year of graduate study in mechanical engineering; focus in smart product design (ME 218).
- **New Jersey Institute of Technology** BS, Mechanical Engineering.



https://donm.cc/maze/

finish