

Rob Szumski

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Product craftsman that lives and breaths infrastructure technology. The intersection of UX & container technology is how we experience modern software and is critical to product success.

Red Hat

San Francisco, CA

Principal Product Manager, OpenShift

Jan 2018 – Present

Lead for major strategy initiative Maintains 4 backlogs Prioritizes 40+ engineers

Leading the charge to bring CoreOS technology to OpenShift. Spearheading the “Operator” initiative to bring over-the-air updates and automated application delivery to Kubernetes. Work with major ISVs that are building Operators (MongoDB, RedisLabs, etc).

Product owner of the OpenShift Console, the integration point for all teams & features.

CoreOS

San Francisco, CA

Principal Product Manager, Tectonic

May 2017 – Jan 2018 • 8 mos • *acquired by Red Hat*

Maintained 6 backlogs Prioritized 50+ engineers Guided 40+ enterprise customers

Focused my product and UX design experience on customer success with containers and Tectonic, our enterprise container platform. Responsible for overall product experience, long term roadmap, monthly releases, and being a strong ally that customers can count on.

Required daily collaboration with company leaders, 50+ engineers, sales, field engineering, support, UX, technical writers and open-source contributors.

Head of Design

August 2013 – May 2017 • 3 yrs, 10 mos

As the second employee at CoreOS, I developed the initial user experiences of our container based products. I drove decisions for all aspects of design including coreos.com, several CLIs, a web app, and our first CoreOS Fest conference, while also contributing to product tasks like troubleshooting clusters, writing docs and researching with users.

I helped shape the open-source release process at CoreOS, which ensures high quality docs, release notes, and proper security were available for over 100+ releases of projects.

After our initial open-source products proved to be very popular, I expanded the team to 3 designers and a front-end developer. Under my direction, the team designed every aspect of our commercial product, Tectonic.

Rackspace

San Francisco, CA &
Blacksburg, VA

Product Designer, Cloud

March 2009 – August 2013 • 4 yrs, 6 mos

Designed web-based experiences for cloud infrastructure. Executed user research, interviews, wireframing, usability testing, interaction design, visual design, functional prototypes, process flow, support experience and much more.

Virginia Tech

Blacksburg, VA

B.S. in Industrial Design

August 2006 – May 2010 • 4 yrs

The School of Architecture and Design, consistently ranked in the Top 5 nationally, instills a design-thinking foundation that empowers students to systematically tackle any problem.