

# Rob Szumski

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Product craftsman that lives and breaths infrastructure technology. Deeply understands the container landscape: orchestration, cloud native monitoring, container security, immutable deployments. Enthusiastic about Kubernetes, Container Linux & systemd, docker/rkt, CNI and more.

## CoreOS

San Francisco, CA

### Product Manager, Tectonic

May 2017 – Present

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*Maintains 6 backlogs      Prioritizes 50+ engineers      Guides 40+ enterprise customers*

Focusing 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.

Requires 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

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As the second employee at CoreOS, I developed the initial user experiences of our container based products, including Container Linux, which continues to dominate the container landscape. 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+ launches of major projects, including Container Linux, etcd, rkt, dex, flannel and many others.

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. We are always striving to enhance our UX, from sign up and install to the containers-run-everything developer experience.

## Rackspace

San Francisco, CA &  
Blacksburg, VA

### Product Designer, Cloud

March 2009 – August 2013 • 4 yrs, 6 mos

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Designed experiences for cloud servers, load balancers, autoscaling, object storage and more. Watched the birth of OpenStack and got my first taste of working with an open source community to ship commercial products.

Executed research, interviews, wireframing, usability testing, interaction design, visual design, functional prototypes, process flow, support experience and much much more.

## Virginia Tech

Blacksburg, VA

### B.S in Industrial Design

August 2006 – May 2010 • 4 yrs

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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. My undergraduate thesis, "Mass Notifications Devices for Higher Education" focused on the critical task of disseminating real-time information about life threatening events such a shootings and extreme weather.