

Rob Szumski

Richmond, VA – 804-..... – rob@.....com

Product manager & experience designer with a passion for taming technical systems. Design thinking skills from my industrial design education are my superpower for solving UX problems in cloud infrastructure.

I have expertise in producing and shipping open source software as part of a holistic product experience. Understanding how OSS communities release software is critical to influencing roadmap, reducing risk and aligning OSS objectives with commercial products.

Red Hat

Richmond, VA &
San Francisco, CA

Director of Product Management, OpenShift

Oct 2021 – Present

Own strategy for everything “on top” of base Kubernetes in OpenShift

Lead Product Management for a pillar of OpenShift – GitOps (ArgoCD), Pipelines (Tekton), Serverless (Knative), Service Mesh (Istio), the Operator Framework (CNCF sandbox) and the OpenShift Console.

Provide leadership in up-leveling our product managers and overall team processes for field enablement, release management, packaging, documentation, and other business requirements.

Senior Manager, Product Management

Oct 2021 – Sept 2021 • 2 yrs, 8 mos

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). Speak regularly at conferences, live streams and customer events.

Principal Product Manager

Jan 2018 – Mar 2019 • 1 yr, 3 mos

Product lead for the OpenShift Console, the integration point for all teams & features. This part of the product requires extreme backlog management and clear communication to meet everyone's needs. Phased approaches are key. Extensive knowledge of Kubernetes API surfaces.

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.

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. Under my direction, the team designed every aspect of our commercial Kubernetes product, Tectonic.

Rackspace

San Francisco, CA &
Blacksburg, VA

Product Designer, Cloud

March 2009 – August 2013 • 4 yrs, 6 mos

Designed web-based and API experiences for cloud infrastructure.

Virginia Tech

Blacksburg, VA

B.S. in Industrial Design

August 2006 – May 2010