

Igor Clark

Curriculum Vitæ

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Profile

- Creative, energetic tech director, leader & engineer with 25+ years' Internet software experience
- Hired and led development teams from 0 up to ~40 people, across tech and media industries
- Strong, intuitive communicator, tech-translator and collaborator with all business functions
- Broad, deep understanding & background in Internet systems and software/data architecture
- Technically ambitious yet steadfastly pragmatic, with a meticulous eye for detail and quality
- Always looking for challenging opportunities to work with great people on advanced tech

Skills

- Developing exciting ideas into real, buildable projects using fresh, relevant technology
- Tech direction, leadership, management, planning, fire-fighting/reduction/prevention
- Team design, build, lead, mentoring and support; spotting and nurturing talent
- Software architecture/design, database design, systems architecture/admin, networking
 - Erlang/OTP (+NIF/C), Python, Javascript, node.js, React/Redux, bash, PHP, Lua, ex-Java
 - Relational & NoSQL databases, especially Neo4j/Cypher, PostgreSQL/postgREST, MySQL
 - Unix, Linux, TCP/IP, nginx, OpenResty, GCP, AWS, Docker, Terraform/GKE etc
- Quick to pick up new languages, technologies, tools and techniques

Experience

Freelance tech director & interim CTO

London, SF, NY

2016 - present

Tech direction, consulting, planning and straight-up dev work for tech giants, creative agencies and start-ups including, among others:

- **NTD Modelling Consortium / Oxford University**: consulting on cloud-scaling disease simulations, creating scenario engine & processing pipeline for Big Data Group's epidemiological models
- **TBWA\DotDotDash**: TD, architectural design & DB/API dev for **LG** AI campaign Radio Optimism
- **NBA All-Stars**: wrote software & tools to integrate players' tracked motion data with LED floor display
- **MadeByMany.com**: internal technology strategy consulting, client business/project development
- **Siberia.io**: parachuted in to hands-on TD work delivering client projects for **YouTube & NY Times**
- **RSC & Marshmallow Laser Feast**: created real-time audience interaction system in Erlang/OTP for live-streamed, interactive 3D theatrical presentation based on "A Midsummer Night's Dream"
- **Google NY**: designed & built Erlang/OTP software for an interactive installation at MWC in Barcelona; auto-scaling node.js "co-presence" server enabling live WebVR musical collaborations
- **Airbnb SF**: researching, prototyping and planning software architecture & team structure for Samara, Airbnb's future product R&D lab
- **BBH London**: Interim Head of Tech, recruiting, running projects, advising on acquisitions
- Tech due diligence reports on potential angel/seed investments for **Ascension Ventures**

Tech partner, ArtRabbit

London, UK

2015 - present

As an ongoing project I run systems & technology for an independent contemporary art guide, focusing mostly on London, Berlin & New York. ArtRabbit is an open access platform, enabling galleries and artists to promote their work online and in our Android & iOS apps. I wrote the REST API for the apps, automated dev/deploy flow using GCP, designed and built a custom caching image server system specifically for our content, and coded many aspects of the system ranging from database and backend services through to networking & state management in the mobile apps.

Tech Director, Google Creative Lab

New York, NY, USA

2013-2015

Working across Google products and platforms, I collaborated with engineers, creative teams, designers, product managers and whoever else it took to deliver projects for household-name Google brands like Chrome, Android & Chromecast, all using Google technologies. I designed and built prototypes, both by myself and working with a small team of world-class creative coders; designed, consulted and advised on system architecture, feasibility and the innovative use of new and experimental technology in creative projects; managed external production partners and co-ordinated with internal engineering teams to integrate creative work with Google software systems, including sites, mobile/TV apps and a huge interactive multiplayer game on the world's largest LED screen in New York's Times Square.

Creative Technology Director, W+K

Portland, OR, USA

2010-2012

Helped grow a new approach towards technology across the agency. Built and strengthened integration between tech and creative teams. Created & hired new tech roles in the creative department, developed the existing tech team's interactive coding capabilities and expanded the use of prototypes as part of the creative process. Led software development team and practices, overseeing architecture, design, implementation, delivery. Selected & managed tech partners & specialists. Worked with production, business, legal, accounts, strategy and traditional/interactive creative teams to ensure project feasibility, commercial/legal viability, & making best use of available/emergent technologies.

Head of Digital Delivery, Guardian News & Media

London, UK

2008-2010

I ran the Tech/Dev team at the Guardian, getting quality software built and delivered. Closely involved with digital output across the board, I worked on projects ranging from core site functionality, infrastructure projects, private and public APIs, through to commercial client campaigns and mobile

apps using those services, including the Guardian's first iPhone and iPad apps. Day-to-day I was engaged in technical, programme and line management of the roughly 40-strong software team, alongside extensive communication with varied stakeholders throughout the organisation, including editorial, production, commercial & legal teams, as well as numerous 3rd party delivery partners.

Technical Director, POKE

London, UK

2005-2008

Transformed technology capabilities and output at this boutique digital agency. In my first tech-director role I built and led a talented tech team from zero to 10, designing and delivering groundbreaking commercial campaigns. Involved in all aspects of project development, including information and systems architecture, design and implementation, configuration management and systems administration. Clients included BBC, Orange, Topshop, Jamie Oliver, Yahoo!, American Express, Boots, Motorola, Jenny Packham and more.

Freelance software developer

London & Manchester, UK; Amersfoort, NL

1999-2005

Several years' freelance consulting, development and application hosting work. Projects included e-commerce, e-billing, ECRM, data reconciliation, document & asset management, socket programming, web sites & web services for clients including AstraZeneca plc; Fortnum & Mason; London University of the Arts; Pixelpark UK; Easypress Technologies; Bluem b.v.

Partner & co-founder, RVC Ltd

London, UK

1997-1999

Technical consulting and development services for clients including Coca-Cola Schweppes and an early online music store. Developed a Quark XML Xtension, automating document content export to XML & web. RVC secured £100k of business angel funding in 1998 and was acquired in 1999.

Education

- **MSc** Advanced IT London South Bank University *1995-96*
- **BA(Hons)** Philosophy & Theology, Nottingham University *1990-94*

Personal interests

Art, music, literature, fine food. Hobby project is a custom MIDI sequencer. Yeah, I know.