

Evan Tahler

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OBJECTIVE

To use my **Product Management, Software Engineering, and Leadership** skills to build teams that **create world-class Digital Consumer Products.**

EXPERIENCE

Chief Product Officer @ [Voom](#) / [Airbus A^3](#) 2016 - 2018
Voom, an Airbus Company, makes urban flight available to everyone. As a member of the founding team, I grew Voom from our start in the A^3 incubator into an international airline offering helicopter travel in 3 countries. As CPO and member of the Executive Team, I was responsible for our digital products: the product roadmap, engineering, design, & product teams, and their budget, vendors, and suppliers. I launched Voom in our first markets, grew the product team from 0 to 25, and released the first versions of our websites and apps.

Director of Technology @ [TaskRabbit](#) 2012 - 2016
I created and maintained the platform that kept taskrabbit.com and our partners up and running. I led the development of new tools and managed internal teams and vendor relationships. I was responsible for our infrastructure with a focus on uptime, security, devops, continuous deployment, business intelligence, and service-oriented architecture. This included procurement, budget, planning, and team development.

Founder & CEO @ [Delicious Hat](#) 2008 - Present
Delicious Hat is a Web Technology Development and Consulting firm which I founded. We focus on Product Management, Marketing Automation, Application Design, System Architecture, and DevOps. We have experience working both with startups and enterprises to create and scale B2B and B2C products. Notable clients include: Airbus, The Department of Veterans Affairs, and The Andy Warhol Museum.

Technical Product Manager & Lead Software Engineer @ [ModCloth](#) 2010 - 2012
At Modcloth I focused on both the consumer-facing offerings and back-end tools using Agile and TDD methodologies. I managed the roadmap and features for custom data warehousing tools & infrastructure, along with predictive modeling and recommendation apps. I was also responsible for blog and media operations

Vice President of Technology & Co-Founder @ [Evil Genius Designs](#) 2009 - 2010
I oversaw the technical direction at a gaming & technology startup. As one of the original founders of the company, I drove architectural, design, and implementation for client work and internal projects. I hired & managed a team of 8 employees. We created systems to support thousands of concurrent real-time users, analytics, payment, and geolocation services for a multi-platform gaming system. We generated over \$500K of revenue in the first 6 months. Clients included Disney, Penny Arcade, and Harrah's Casinos.

System Designer / Architect @ [The Walt Disney Company](#) 2007 - 2009
I designed and developed new prototypes, products, and systems for home theater interactivity, focusing on the Blu-ray platform. I am named on a number of patents due to this work. My work included production, software development, creative, and technical design along with vendor coordination, management, and production. I shipped over 20 Blu-ray, Digital Copy, and web-based products, including the launch of a social network.

Education

- Masters of Entertainment Technology [Carnegie Mellon University](#) Class of 2008
- Bachelor of Science in Mechanical Engineering [Carnegie Mellon University](#) Class of 2006

Honors

- Inventor on 7 United States and related International Patents in the digital media sector
- Inaugural "Culture Award" winner at TaskRabbit
- Disney Imagineering "Imaginations" Theme Park Design Finalist
- Speaker at numerous technology conferences on Node.JS, Ruby and DevOps, including CES and RedisConf
- Eagle Scout

Selected Open Source Projects

github.com/evantahler

- [ActionHero.js](#) - Creator; Community Manager
- [Elasticsearch Dump](#) - Creator; Community Manager
- [node-resque](#) - Creator; Maintainer

A selection of my writing and presentations can be found at both blog.evantahler.com and blog.voom.flights