Demetrius Comes

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PDF: Resume

Summary

A product minded executive leader with extensive experience in management, software development/architecture, and cyber security; thrives on leading multi-discipline teams that develop multi-tiered systems working at internet scale.

Extensive technical background in distributed architectures, micro-services, C/C++, Java, Cyber Security, databases, running on prem or on the public cloud (AWS/GCP).

Professional Skills

Management: Executive level leadership, with tactical capabilities has consistently been responsible for technical direction, architecture, budgets, yearly reviews, personnel development, and daily departmental priorities and opportunities.

Software Engineering: Architect of 30+ products, with relevant hands on experience with C, C++ , Network Programming (TCP, UDP), Open GL/Direct X, SQL, UNIX/LINUX shell scripting, python, Java, React, and C#.

Operations: Lead infrastructure, IT, and global operations. A devOps advocate with relevant hands on experience doing CICD, relational database management, and system administration.

Professional Experience

4/2022 - Present Sovrn, Boulder CO
www.sovrn.com
Chief Technical Officer

Responsible for all areas of Engineering, Security, IT, and Operations.

6/2015 – 4/2022 GoDaddy Inc Gilbert AZ 85223
www.godaddy.com
Chief Information Security Officer (10/2019 - 4/2022)
VP of Software Engineering CTO (11/25/2017 - 4/2022)
VP of Engineering Hosting (8/30/2015 – 11/25/2017)
Director of Software Development (Hosting Architect) (6/1/2015 - 8/30/2015)

Chief Cloud and Security Officer leading GoDaddy Information Security Team (100+), responsible for all cyber security related matters. As well as leading the companies application services team (100+), responsible for all core technologies at the company, including our cloud excellence team (AWS).

Previous served as the hosting business unit architect and VP: Responsible for architecture of all hosting products that are responsible for over 500M in revenue.

8/2013 – 6/2015 E-LineMedia Tempe AZ 85206
www.elinemedia.com
General Manager / Studio Technical Director (3/2014-6/2015)
Studio Technical Director (8/2013-3/2014)

Responsibilities:
•Run the day to day operations
•Manage Studio budget
•Executive manage the production process for all products
•Own and execute technological road map for all products in development
•Own technological and feature road map for all digital publishing services
•Manage relationships with external vendors
• Manage relationships with stake holders

Products: Gamestar Mechanic, Gamestar mechanic Jr, Jordan Our City, series of Educational research products under the Quest 2 Teach and ARX Franchise.

8/2012 – 8/2013, Warner Brothers, (Turbine) Needham MA 02494
www.turbine.com
Executive Director of Engineering

Responsibilities:

•Own and execute technological road map for all products in development.

•Own all engineering management related decisions.

•Work closely production leaders to ensure that all engineering live plans, expansion packs, and new product plans are delivered on-time, on-budget, and exceed quality targets for our portfolio of titles.

•Handles hiring, reviews, and other personnel management responsibilities.

•Manages relationships with technology partners.
Products: D&D Online, LOTRO, Infinite Crisis, Ashron's Call

2/2009 – 8/2012 *Petroglyph Games*, LLC Las Vegas, NV 89131
www.petroglyphgames.com/
Director of Technology

Company responsibilities include defining core technologies, technology direction, budgeting, and network operations for online products and services.
Architect and lead implementation team to develop a cross product set of libraries for user authentication, communication security, and client security (hack detection).
Currently project serving responsibilities: Technical director for End Of Nations (an MMO RTS)
Wrote the publishing platform Rise of Immortals uses, including Petroglyph account user authentication, Entitlement System, Authentication key generation, and customer service tools.
Product ships: Xbox Arcade Panzer General: Allied Assault, Guardians of Graxia, Mytheon (Action RPG MMO sold to publisher prior to ship), Rise of Immortals (MOBA)

5/2007 – 2/2009 *Cheyenne Mountain Entertainment*, Mesa, AZ
www.cheyenneme.com/
Vice President of Technology (6/2008 – 2/2009)
Director of Technology Stargate Worlds (5/2007-2/2009)
Lead Client Programmer Stargate Worlds (5/2007-6/2008)

Responsible for defining the core technologies, technology direction, manage MIS and network operations for all fou
Cheyenne Mountain Entertainment's game studios as well as FireSky a publishing company. Direct oversight over
all technology decisions spanning game engines, game architecture, infrastructure, server monitoring, etc.
Day to day management of the Stargate Worlds MMO engineering team (19 engineers at peak), serving as chief
architect and an implementer on the project.
Day to day management of the infrastructure team (both desktop support and network operations) serving as the
final approval for purchasing and network architecture decisions.
Architect and lead implementation team to develop a cross platform, cross product set of libraries for user
authentication, communication security, client security (hack detection), and CD Keys.
Products shipped: Stargate: Resistance

3/2003 – 5/2007 *Incredible Technologies*, Arlington Heights, Illinois
www.itsgames.com
Director of Technology

Responsible for managing the Online, Web, Graphics, and the MIS departments. Including budgets, purchase
approval, day to day priorities, developing personal development plans for each employee, yearly reviews, technica
leadership, mentoring, lowering cost of total cost of ownership for legacy systems, etc.

Products Shipped: Golden Tee Live! (2005 and 2007), Golden Tee Fore! 2005, Sliver strike bowling, Sliver strike
bowling Player's Club (Online version), Target Toss Pro: Bags

Company Awards:
2003 Rookie of the year *peer vote
2004 Outstanding achievement *peer vote
2005 Outstanding achievement *peer vote
2006 MVP *peer vote
2006 Presidents Choice award

4/2001 – 3/2003 *Westwood Studios / Electronic Arts*, Las Vegas, Nevada
Senior Engineer III

Team Lead, Senior Engineer, development DBA and production DBA (Westwood Online) making heavy use of
Oracle, C++ (Windows and Linux), TCP, UPD, J2EE, Windows and Posix threads.
Products Shipped: Earth and Beyond (MMORPG), Command and Conquer Renegade (FPS), Yuri's Revenge
(RTS), Emperor (RTS), Westwood Online.

2000 - 2001 *Internet Security Systems*, Atlanta, Georgia

Senior Software Engineer, responsible for architecture design and implementation of security analysis and intrusion detection software, as well as design and implementation of cross platform libraries (Windows NT, 2000, Solaris, Linux and HP-UX), using C++ and Java.

1999 - 2000 *New Boston Systems*, **Cleveland, Ohio**

Web development using Java technologies and IBM's Websphere for internal customers to document, track, check status, and usage information on servers (NT and UNIX).
DBA for an enterprise wide data warehouse using Oracle 8I as well as numerous other data marts and e-business related databases, Y2K Lab setup, maintenance and trouble-shooting.

1997 - 1999 *Bellsouth Corp.*, **Atlanta, Georgia**
Two tier client server development with Windows NT 4.0 client developed with Visual C++ using MFC 5.0, server side running Solaris OS and HP-UX running Sybase 11 and Oracle 7.3 – 8.0. Intranet development using server side JDBC, Java applets, and Servlets. Solaris and HP-UX system administration.

1993 - 1997 *GOJO Industries Inc.*, **Cuyahoga Falls, Ohio**
Wrote GOJO Derm Lab Software, using C, C++, Paradox, MFC 4.0, UNIX, and Oracle. The software was written to control, collect database, ad analyze data from bio-engineering instrumentation. Wrote numerous programs to automate lab/plant processes and allow data to be easily stored and retrieved. Served as supervisor to co-op and interns involvement with projects.

Awards   Patent awarded 5/97 for a Heath Care Personnel Hand Wash. Patent number 5,635,462.
                Patent Pending: Title: Segmented memory Control System for Gaming Devices (Publication Number: 20100075762

Memberships   Infragard, IEEE, IGDA

Education   University of Akron, BA Chemistry