

Kevin Mooney

Austin, Texas

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EXPERIENCE

Bandcamp, Austin, TX

Director of Engineering, Artists & Labels — 2024-present

- Lead 2 teams of 8 engineers and managers to build and maintain all of Bandcamp's artist-, label- and distributor-facing features. Work with executive product leadership and designers to define product features and production schedules.
- Develop meaningful metrics and efficient processes for estimation and timely delivery of high-quality work.

Senior Engineering Manager — 2018-2024

- Led multiple special projects to eliminate over \$100MM in potential regulatory liability through compliance with the EU DSA, US INFORM Act and other regulatory and legal requirements.
- Mentored engineers on Bandcamp's codebase, engineering philosophies and best practices. Led a people-management cohort, providing guidance, mentorship and performance management to 8 engineers.
- Quadrupled the size of the engineering team by establishing a career ladder, leading the hiring process and Provided guidance and stability to the team through an acquisition-based exit.

Senior Payments Engineer — 2015-2018

- Maintained and enhanced Bandcamp's payments system through ongoing updates and major product additions, writing code that has processed over \$1B of artist payments.
- Designed, coded and successfully shipped products, features and improvements including a new physical address management system, subscription monitors, mass-email systems, delayed credit card capture, front-end checkout improvements and back-end performance improvements.

Web Cube, Austin, TX

Engineering Director — 2011-2015

- Founding director of engineering for a CMS and eCommerce product spin-off from a marketing agency.
- Founded the Austin office and hired and managed a team of engineers.
- Wrote and maintained eCommerce and CMS code in Python. Worked directly with clients to complete integrations, handle engineering-escalated support issues and maintain relationships.

COREsense, Albany, NY

Senior Software Engineer — 2007-2011

- Built, maintained and enhanced eCommerce software. Created 100+ technical specifications and wireframes for new features including inventory and warehouse management, recurring subscriptions, and reverse-logistics management.

Request Multimedia, Albany, NY

Software Engineer — 2005-2007

- Built, maintained and enhanced a Linux-based media operating system. Wrote the ALSA and Open Sound System connectors for new audio hardware in C++, led transition to Python for home control systems, and reduced menu navigation latency from over 100ms to under 10ms.

EDUCATION

B.S. Computer Science, Rochester Institute of Technology

SKILLS

Computing, distributed team management, engineering management, Python, Ruby, JS, Vue, SQL, AWS, cloud computing, systems architecture, agile methods