

>_ ANDREW SCHILLINGER

>_ DIRECTOR OF PRODUCT ENGINEERING AND INNOVATION

>_ *Uniting the “How” of Technology with the “Who” and “Why” of Product.*

People-focused senior engineering leader with 15+ years’ experience building future-resilient Architectures and Services for People, Products & Business Technology Platforms. Change catalyst that builds and empowers teams, designs and reimagines systems, and partners to envision and deliver data-driven digital disruption that transforms the way people connect.

>_ Sparking Digital Transformation	>_ Cultivating Teams Servant Leadership	>_ Creating Cultures of Innovation	>_ Connecting Emerging Tech to Business
<p>Leveraged design-thinking to establish frameworks and API services for rapid prototyping and product growth.</p> <p>Built, directed engineering & implementation teams for all SaaS platforms powering NBA.com and app used by 20M+ fans.</p>	<p>Nurtured inclusive cultures and effective teams via coaching, transparency, and establishing commitment to shared vision.</p> <p>Built and remediated engineering teams to become failure-tolerant, “zero-downtime” services powerhouses.</p>	<p>Championed internal innovation framework that broke open new opportunities for global collaboration.</p> <p>Launched Innovation Marketplace at WarnerMedia, released 1st NLP AI chatbot, and various big-swing storytelling projects.</p>	<p>Consistently identified as the “go-to” person for rapidly prototyping and identifying storytelling technologies.</p> <p>Architected & delivered high-traffic, CMSs, D2C, partner-driven and SaaS products for Adult Swim, NBA, HBO, and WarnerMedia.</p>

<p>COMPETENCIES</p>	<p>>_ Product Management >_ Consumer Technology >_ Internal/Consumer SaaS >_ Innovation Strategy</p>	<p>>_ Team Management >_ Strategic Planning >_ Emerging Technology >_ Talent Development</p>	<p>>_ Digital/Mobile Tech >_ Lean/Agile/Scrum >_ Live streaming, m3u8 & *VOD, encoding</p>
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“Drew was part of efforts to shore up services and infrastructures that powered livestreaming of NBA games. Against all odds he delivered success after success and helped the organization finally turn the corner. No other leader achieved the same level of impact to teams and the organization as a whole.” – Jerry You, Director of Engineering, Tixel

>_ EXECUTIVE EXPERIENCE

WARNERMEDIA, Atlanta, GA 2007 to Present
WarnerMedia Innovation Labs: Product Strategy & Innovation Manager 2020 to Present

Handpicked to architect and coach enterprise-wide Innovation Marketplace while directing identification and prototyping of D2C products. Lead audience-engaging product strategies leveraging ML, GPT-3 AI, AR, VR, and IoT devices to orchestrate cohesive, meaningful experiences across multiple storytelling brands and voices. Guide incubation of team’s ideas to penetrate untapped markets.

- >_ *Built innovation framework that ignited groundbreaking POCs & scaled ability to A/B test ideas.*
- Imagined, developed internal Innovation Marketplace—a one-stop-shop connecting idea generators with talent. Authored spec/process flows, gained executive approval. Coached, led cross-org building teams.
 - Developed hackathon channel that opened new global conversations and opportunities for innovation. Mentored, coached, and networked with global engineers/architects working on emerging tech including GPTAI, ethical ML, AR/VR, and NFTs.
 - Prototyped WarnerMedia’s first NLP AI chatbot featuring Bugs Bunny using AWS, Open AI’s GPT-3 and Python. Project generated significant interest from NBA and HBO, translating highly technical processes into business-digestible experiences.

“I develop innovative solutions and strong teams to provide meaningful experiences for our most valuable assets—employees and customers.” – Andrew Schillinger

App Implementation Manager

2017 to 2020

NBA.com (2017 to 2020) // HBOMax (2020)

Built and directed product engineering teams to architect, build, and support all NBA digital services and foundational platforms powering 20+ NBA.com websites, apps and devices, wearables, and AR/VR impacting 20M+ active monthly users.

› Championed bold exploration into emerging tech foundations to rapidly prototype innovative tools

- **Architected/co-developed all AWS cloud services reaching 20M fans over 30 apps and platforms with zero-downtime.** Ensured fan-centered first-in-class experience via collaboration with product managers, UI/UX researchers, and security architects, and reducing service outages by 90%.
- **Built, launched fully monetized proof-of-concept that increased revenue \$20K within 2 weeks despite COVID crisis.** Realized potential of Minute.ly video and images product, pitched idea and gained business approval, trained engineers to implement, and ran UX, product, and engineering management. Solution engaged fans in wake of shutdown, increasing ad revenue by 33%.
- **Led adoption of GraphQL which later became a primary component in the sports federated content delivery platform.** Identified value in decentralized data aggregation, influenced architects, and coached engineers to utilize for prototypes. New BleacherReport team was built around this adoption.

› Commitment to people-first strategy rocketed team from worst to best, retaining top talent.

- **Continuously tapped by SVP/EVP to mentor managers and directors in emotional intelligence, tactical empathy, and mindset.** Recognized communication gaps and empowered tech and business stakeholders to break down siloes.
- **Handpicked to lead HBO tiger team to get project back on track and ensure on-time launch of HBOMax app.** Serverless NodeJS SaaS launched on schedule with zero authentication issues.
- **Transformed engineering team from worst to best division-wide with zero bugs and downtimes.** Leaned into a people-first approach grounded in servant leadership, established coaching culture of empathy, and grew team by 100%.

Adult Swim: Lead Engineer/Technical Manager

2007 to 2017

Hired as first engineer and established framework for rapid growth. Spearheaded teams spanning video production, analytic services, multiple homegrown CMSs, and operational deployments. Built D2C games, apps, websites, and content.

› Cultivated spirit of innovation & collaboration that drove era of cross-team collaboration

- **Joined newly launched brand and built 3 out of 4 teams from ground up.** Selected team, grew members to 12, and established strong mentoring culture of support key in navigating rapid change while retaining and growing talent.
- **Pushed the envelope of digital storytelling with innovation that established solid groundwork for homegrown CMS.** Solutions allowed for complete multi-datatype website, database, and CMS for production in under 3 months.
- **Utilized cutting-edge technology to excite and delight fans interacting with any app or game played on live streams.** Built apps/games with Unity and JavaScript that rocketed audience engagement and became pillar of Adult Swim's "magic."
- **Created TVE, web, Xbox, and Roku products that led division to become 1st company-wide to market OTT video apps**

Additional: Director: Investments & Divestitures, Jack & Marjorie Schillinger Family Foundation.

“I am amazed how Andrew can see the value in new, untested, and unknown technology, and how he can use technology to rapidly create a prototype to tell a story to product and business managers.” – Amit Golan, CEO and Founder @ Minute.Ly

>_ EARLY CAREER

// Web Dev, Walt Disney Parks & Resorts Online
// Interactive Media Course Instructor, Full Sail University

>_ EDUCATION

>_ **Executive MBA**, Georgia Institute of Technology, Scheller College of Business, Atlanta, GA, 2021
Concentrations: Management of Technology, Strategy and Innovation, Consumer Behavior

>_ **Bachelor of Arts**, University of Central Florida, Orlando, FL
Majors: Film/Cinema/Video Studies, English Language Arts

>_ **Certifications**: Lean Six Sigma Green Belt // Irrational Labs Behavioral Economics Bootcamp