

MICHAEL GALLAY

Technology Lead & Team Growth Manager

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PROFESSIONAL SUMMARY

Results-driven Technology Lead with years of industry experience, with a track record of delivering cutting-edge applications and bridging the gap between users and technology. Has led the innovation, architecture, and interactive decisions behind many international launches. Independent thinker and problem solver, leading by example and fostering teamwork to drive collective success.

TECHNICAL SKILLS

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|--------------|--------------|---------------|----------|---------------|
| ✓ HTML | ✓ React | ✓ Node.js | ✓ GSAP | ✓ PHP |
| ✓ SASS/CSS | ✓ Next.js | ✓ Bootstrap | ✓ CI/CD | ✓ Agile/Scrum |
| ✓ JavaScript | ✓ TypeScript | ✓ TailwindCSS | ✓ GitHub | ✓ WebGL |

WORK EXPERIENCE

TECHNOLOGY MANAGER

Sep, 2022 – July, 2024

FCBHealth | New York

Managed dozens of international healthcare product launches, ensuring security and compliance while mentoring six developers and driving innovation and growth.

- Prototyped animations and interactions, resulting in a 50% reduction in creative revisions.
- Architected a scalable React/Next.js boilerplate, reducing project setup time by 50%.
- Conducted security audits on new and legacy codebases, resulting in 0 critical and high issues.
- Hosted a weekly inspirational meeting with 6 developers to review new technology, perform live coding challenges, and troubleshoot issues on client projects.
- Implemented RWD and CSS animations achieving an 18% increase in average time on site.
- Used ADA best practices to meet industry standards, earning Lighthouse scores over 93%.
- Delivered internal courses driving internal education of trends and technology limitations.
- Refactored image-based codebase, reducing tech debt and boosting efficiency by 75%.
- Supervised the deployment cycle of all environments, accommodating both standard and urgent last-minute requests for seamless releases.

PRODUCT & TECHNOLOGY LEAD

Jan, 2019 – Sep, 2022

Ennov1 | New York

Directed multifaceted project operations for a browser-based patient portal, including hiring, development, hands-on coding, quality assurance, and meticulous project documentation.

- Produced a Storybook design system, enhancing reusability and reducing coding time by 60%.
- Wrote and reviewed documentation, reducing onboarding for new developers by 50%.
- Played a key role in client and investor meetings, contributing to the sale of the company.
- Conducted thorough code reviews, leading to a 25% decrease in bugs, a significant improvement in overall code quality, and delivering on budget.

WORK EXPERIENCE CONTINUED

TECHNOLOGY LEAD

May, 2017 – April, 2020

Ogilvy | New York

Actively involved in coding, researching new technologies, handling client interactions during multi-city activations, and coordinating dozens of launches for global brands and products.

- Provided technical support for multi-city live events under pressure, interacting with the client and public, driving success and leading to a campaign extension and 30% increase in revenue.
- Executed engineering initiatives, reducing technical debt and saving over 40% in hosting fees.
- Supervised a massive digital experience coordinating the physical build, SMS messaging, and motion capture, generating 1000's of social impressions and solidifying IBM's innovation legacy.

ASSOCIATE DIRECTOR OF TECHNOLOGY

Sep, 2012 – Nov, 2016

Dentsu | New York

Coordinated front-end production and QA in New York, while writing educational courses, winning pitches, and advocating for developers. Collaborated with internal and client teams to define user experiences, address technical risks, and deploy product websites and interactive experiences.

- Implemented a WordPress headless CMS, improving usability and lowering costs by 25%.
- Enhanced Hilton's hotel websites for WCAG compliance earning a compliance score of 95%.
- Built full-screen video experience for Verizon, strengthening the case to remain the client's AOR.
- Cultivated the careers of 10 developers while interacting with overseas partners and vendors, resulting in an increase in team collaboration and completion of projects ahead of schedule.
- Conceived an agency-wide game, fostering connection and integration between all departments while boosting morale and exploring new technology within my team.

SOFT SKILLS

- | | | |
|--------------------------------|--------------------------|--------------------------------------|
| ✓ Interactive Animation | ✓ Motion Design | ✓ Performance Optimization |
| ✓ Responsive Web Design | ✓ User Experience | ✓ Cross-Browser Compatibility |
| ✓ Adobe Creative Suite | ✓ ADA Compliance | ✓ Verbose Communicator |

PERSONAL ACHIEVEMENTS

Award Winning Animator - Directed and animated an award-winning 3D short film, recognized for its strong narrative and design, selected by viewer votes.

Industry Recognition - Received *One Show's Best Interactive Award* as an integral part of the team for a narrative and animation-driven site, showcasing storytelling and engaging user experiences.

EDUCATION

New York University - Masters of Science, *Computer Imaging & Design*

Penn State University - Bachelors of Science, *Environmental Resource Management*