

# MICHAEL GALLAY

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## MyCancerDB

January 2019 – Present

### PRODUCT & TECHNOLOGY LEAD

- Overseeing and coordinating various tasks within the project timeline including development scoping and management of multiple engineers, marketing, user experience, and quality assurance.
- Managing and coding along side development team building a browser-based application.
- Leading QA testing and debugging for end-to-end product pipeline.
- Writing and vetting documentation for microservices and repositories.

## Ogilvy, New York

May 2017 – April 2020

### TECHNOLOGY LEAD

- Led internal and external teams on multiple browser-based applications and experiences created with dynamic, reusable code
- Streamlined and tested user experience for internal and external facing tools
- Reengineered existing tech ecosystems, reducing development, hosting cost and maintenance time
- Researched and vetted new and existing technologies on behalf of creative team
- Interacted with clients and public during high-pressure, live activations in multiple cities while trouble-shooting the experience and managing expectations
- Integrated with vendors, third-party services and internal production teams to coordinate schedules, testing and launch of multiple live-action and web-based initiatives

## mcgarrybowen, New York

Sep 2012 – Nov 2016

### ASSOCIATE DIRECTOR OF TECHNOLOGY

- Managed all front-end production and QA for the New York office
- Created and presented multiple courses on behalf of our internal education department
- Organized multiple brainstorming sessions for pitches that resulted in new business wins for the company
- Supervised the user experience, technical design, development and documentation for Fortune 100 properties across multiple promotional, seasonal, and social platforms
- Led and managed day-to-day and career development for 10+ developers and championed technological experimentation to improve team dynamics, collaboration and capabilities
- Partnered with internal and client-side teams to define the user experience and identify any technical risks or limitations

## Multiple Locations, New York

Oct 1999 – Present

### DESIGNER / ART DIRECTOR / ANIMATOR / DEVELOPER

- Worked directly with clients or as a manager/lead-developer in the agency environment
- Created websites, online banners, videos, animations, pitch decks, statements of work, project timelines and costs for dozens of Fortune 100 companies

## SKILLS

HTML • CSS • ES6 • GIT • ADA • Node • React • Docker • Wordpress • Animation  
Responsive Design • Illustration • Design • QA • Adobe Creative Suite • Site Debugging

## HIGHLIGHTS

### DECADES OF EXPERIENCE

I have a proven track record and can efficiently navigate through an existing code base or create one from scratch in a management or development role.

### LEFT AND RIGHT BRAIN

I can act as the bridge between creative and technology teams. I speak both languages and have the ability to advise and communicate with each side equally.

### ON-SITE & ON-SCHEDULE

Launching an on-site activation takes patience, quick thinking, and the ability to work calmly amid chaos. I've discovered joy in building tangible, digital experiences as well as the rewards of assisting people as they interact with them.

### MANAGEMENT & MORE

The requirements for the digital landscape is constantly evolving. I contribute to every part of a project: scoping, matching the best developer, testing, and even finding new business opportunities.

## STRENGTHS

Team Building & Leadership

Problem Solving

Written & Verbal Communication

Personal Side Projects

Grace Under Pressure

## EDUCATION

### M.S., DIGITAL IMAGING & DESIGN

New York University

### B.S., ENVIRONMENTAL RESOURCE MANAGEMENT

Penn State University