

David Volz

Senior Engineering
Manager

CONTACT

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SKILLS

Engineering leadership
People management
Hiring & coaching
Team & org design
Technical strategy
Agile / Scrum delivery
Capacity planning
Release management
Incident management & root-cause analysis
Stakeholder management
Cross-functional teams
UI/UX & front-end
AI adoption & enablement
Claude Code & AI agents
Azure DevOps · GitHub
JavaScript · CSS · Astro

EDUCATION

B.S. in Web Design and Media Arts
Platt College · CA

B.A. in Business Management
San Diego Christian College · CA

SUMMARY

Engineering manager with 15+ years in web and software, now leading backend, data and front-end teams at RealPage. Known for people management, Agile delivery, design and product partnership, and a sharp eye for polished products.

EXPERIENCE

Senior Engineering Manager

2022 – Present

RealPage · San Diego, CA

- Led Analytics engineering (8 engineers), managing backend, data and front-end teams on a Snowflake and AWS reporting platform.
- Also managed 2 website teams and a CMS behind nearly 10,000 customer sites.
- Set roadmap priorities with Product and planned out tech-debt initiatives.
- Restructured Analytics into 3 product teams with no in-flight work lost.
- Built AI-assisted dashboards for standups, sprint planning and escalations.
- Built a grader that brought weekly root-cause reviews to 0 open gaps.
- Built an AI-assisted interview kit with rubrics and an AI-fluency round.
- Coached engineers with regular check-ins and evidence-backed promotion cases.

UI/UX Engineer III

2015 – 2022

LeaseLabs / RealPage

- Built site themes and templates used by hundreds of customers, partnering with design to turn mockups into polished production sites.
- Streamlined the development process, speeding up delivery by 33%.

Front End Web Developer · Sony · San Diego, CA

2014 – 2015

Web Developer · Shadow Mountain · San Diego, CA

2012 – 2014

Web Designer / Producer · Petco · San Diego, CA

2011 – 2012

Manager, Drupal Developer & Web Designer · Bizx · San Diego, CA

2009 – 2011

PROJECTS

Shark Thief

2026 – Present

<https://sharkthiefgame.com>

- Designed and built a pixel-art arcade game with 10 depths, a global leaderboard, and achievements, live on the web with iOS planned.
- Engineered a deterministic TypeScript engine with Claude Code agents, snapshot tests, and an automated playtester.