

David Volz

Senior Engineering Manager

CONTACT

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SKILLS

Engineering leadership

Hiring & coaching

Team & org design

Design & product partnership

UI/UX & front-end

Capacity planning

Release management

Root-cause analysis

Customer escalations

Stakeholder alignment

AI adoption & enablement

Claude Code & AI agents

Azure DevOps · GitHub

Snowflake · SQL · AWS

JavaScript · CSS / Sass ·

Astro

EDUCATION

B.S. in Web Design and Media Arts

Platt College · CA

B.A. in Business Management & Liberal Arts

San Diego Christian College · CA

SUMMARY

Engineering manager with 15+ years leading web and software teams, from design-to-production work to analytics at RealPage. Known for close partnership with design and product, a sharp eye for polished products, and practical, AI-assisted ways of working.

EXPERIENCE

Senior Manager

2022 – Present

RealPage · San Diego, CA

- Led Analytics engineering (8 engineers and 3 QA), owning the reporting platform that customers and business leaders rely on.
- Also managed 2 teams delivering marketing websites and a content management system behind nearly 10,000 customer websites.
- Partnered with Product to refine interfaces and took features from requirements documents to finished product.
- Restructured Analytics into 3 product teams with no in-flight work lost.
- Built AI-assisted hiring and onboarding tools, from an interview kit with rubrics and debriefs to tailored learning plans for new hires.
- Coached and developed engineers through regular check-ins and evidence-backed promotion cases.
- Built AI-assisted visual displays on live work-tracking data for standups, sprint planning, feature status, and escalations.
- Built an automated grader that brought weekly root-cause reviews to 0 open gaps, and added an AI-fluency round to interviews.

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% and producing cleaner, more consistent results.

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.