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PROFESSIONAL SUMMARY

Chief Technology Officer | Technology Visionary | Engineering Executive

Engineering executive and senior solutions architect with nearly three decades of experience spanning systems programming, platform architecture, team leadership, and company founding. Combines deep technical fluency with strong business acumen, approaching every challenge with a founder's sense of ownership — identifying what's broken, designing the solution, and driving it through to delivery. Equally effective defining long-term technology vision and translating architectural decisions into measurable business outcomes for executive stakeholders.

Founded two technology companies, raised venture and angel capital, and led multiple large-scale modernization initiatives, including the consolidation of all customer-facing surfaces onto a unified, modern platform.

CORE COMPETENCIES

Technology & Architecture Leadership

- **Enterprise Architecture:** Long-term platform strategy, modernization roadmaps, integration ecosystems
- **Technology Vision:** Multi-year strategic planning aligned to business goals
- **Cloud Strategy:** Azure, AWS, GCP adoption, cost governance, workload migration
- **Security & Compliance:** Risk management, PCI-aware architectures, identity strategy
- **Innovation Leadership:** AI enablement, automation, emerging tech evaluation

Organizational Leadership

- **Engineering Leadership:** Scaling teams, hiring frameworks, performance systems, mentorship culture
- **Cross-Functional Alignment:** Partnering with Product, Operations, Finance, and Executive teams
- **Governance & Standards:** Reference architectures, coding standards, platform consistency
- **Program Leadership:** Multi-quarter initiatives, enterprise migrations, portfolio oversight

Business & Executive Competencies

- **Budget & Vendor Management:** Cost optimization, contract negotiation, vendor evaluation
 - **Business Strategy Alignment:** Translating technology decisions into revenue, margin, and risk outcomes
 - **Executive Communication:** Board-level reporting, KPI frameworks, roadmap presentations
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PROFESSIONAL EXPERIENCE

VS Media

Westlake Village, CA | April 2021 – Present

Title	Period
Solutions Architect	April 2025 – Present
PHP Framework Engineering Manager	May 2024 – April 2025
PHP Engineering Manager	April 2023 – May 2024
Lead PHP Developer	November 2021 – April 2023
Senior PHP Developer	April 2021 – November 2021

Solutions Architect *(April 2025 – Present)*

- Elevated from department-level to company-wide scope — now architecting cross-departmental initiatives spanning Web Development, Chat/Infrastructure, RevOps (payments/PCI), and Systems; co-author of the company's long-term technology vision
- Serve as the technical bridge between business stakeholders and engineering — assessing project feasibility, identifying risks and mitigation strategies, and defining non-functional requirements (scalability, security, performance, accessibility, KPI measurement) across all departments
- Author solution design documents that give technical managers a clear architectural foundation to produce technical designs and drive projects from planning through delivery; design service and system integration patterns spanning all engineering departments
- Evaluate and select technologies through structured comparison of competing options, weighing benefits, costs, and trade-offs; document analyses for all significant decisions and present findings to stakeholders, leadership, or technical managers depending on scope and architectural impact
- Provide cross-departmental technical enablement — establishing SvelteKit coding standards, code review practices, and tooling for the JS team; guiding the Systems team on infrastructure setup and optimization; continuing PHP engineering mentorship; and authoring the company's AI-assisted development guidelines covering prompt engineering, model selection, code review, and security considerations
- Spearheading Project Neptune customer-facing refactor — a multi-quarter initiative migrating all 24 customer-facing surfaces from a fragmented legacy stack (three deployment models, three teams) to a unified Neptune framework stack across a 6-engineer cross-departmental team; 4 backend systems fully converted, customer-facing migration ~15% complete; built a migration runner (bin/neptune migrate:*) with destructive statement detection, backup snapshots, schema drift detection, and CI integration; Homepage + Chat Room targeted for end of 2026-Q4 with full platform completion by end of 2027-Q1
- Authored the frontend and real-time architecture vision for Project Neptune: SvelteKit + TailwindCSS with server-side rendering and client-side hydration for fast first loads; NATS JetStream with JWT authentication and a lightweight Go-based WebSocket service for real-time data fanout, replacing per-pod polling across the platform

PHP Framework Engineering Manager *(May 2024 – April 2025)*

- Established the company's first formal SDLC using an iterative development model — introducing structured requirements gathering, software requirements specifications (SRS), technical specs, MVP targeting, and task breakdown; trained the broader web development department on SOLID principles and PSR/PER coding standards; scope creep reduced to near zero and average task close time dropped from over a week to 1–3 days
- Led a 3-developer team to architect and build Project Neptune, a custom PHP 8 framework built on Slim PHP with PHP-DI and Latte template engine following PSR/PER standards, serving as a modernization bridge between legacy PHP 5.4/7.2 systems and a PHP 8 codebase; formalized design patterns, unit testing standards, and a mono-repo toolchain for automated code review, committing, merging, and deployment
- Architected OAuth 2.0 integration with X/Twitter and Google, enabling secure third-party authentication for platform users
- Designed and delivered a 1099 generation and secure electronic delivery system, processing 300–400 1099s annually for affiliates and broadcasters
- Overhauled white-label-aware homepage performer sorting algorithm, tailoring sort order per white label based on individual performance data; drove a 3% increase in registrations with over 20% of those new registrations converting to first money
- Designed development sandbox environment on Ubuntu running microk8s, hosting both legacy and new monorepo apps as pods alongside MySQL for unit testing and supporting services such as NATS JetStream

PHP Engineering Manager *(April 2023 – May 2024)*

- Led nine-person BizDev engineering team supporting affiliate and media buying traffic operations; partnered closely with Traffic and Affiliate business teams to gather requirements, participate in planning, and translate business needs into engineering specifications and deliverables
- Architected overhaul of the platform's attribution system, correctly attributing over 70% of users previously misattributed to house accounts back to their originating affiliates; individual affiliates saw attribution increases of 20%+ and first-money KPI improvements of over 10%
- Designed and built 1Click API enabling affiliates to programmatically add and manage users on the platform and transfer payment methods to injected accounts
- Designed and delivered postback system allowing affiliates to monitor real-time KPIs including account creation events and user spend activity
- Conducted 30/60/90 reviews for new hires and bi-annual assessments for existing team members; delivered monthly training sessions that improved engineering practices, release cadence, and overall code quality
- Architected and co-developed 2-way ClickUp integration with the internal admin system, streamlining project and task management across the engineering org

Lead PHP Developer → Senior PHP Developer *(April 2021 – April 2023)*

- Served as subject matter expert and primary code reviewer for development team; conducted technical interviews to assess candidate proficiency as part of the engineering hiring process
- Redesigned CRON management system to detect “hot spots” and distribute jobs to prevent system overload

- Led development of new internal platform for task creation, Git repository setup, and pipeline configuration
- Ported legacy PHP 5.2 codebase into Dockerized images deployed as Kubernetes pods; redesigned Memcached and Session classes to improve resiliency and session consistency
- Collaborated with Systems department to build automation tools for managing secure certificates and white label domains

IT Director — Empower Group Partners

Long Island City, NY | October 2019 – April 2021

- Served as IT Director for a 60-employee merchant cash advance firm, leading a 3-person IT team responsible for all infrastructure, end-user support, and technology planning
- Designed and deployed an Asterisk-based PBX serving as both the company phone system and auto dialer platform — a mission-critical tool for the firm's outbound sales operations
- Managed network infrastructure, workstation fleet, and executive technology support; performed budget planning and maintained technology standards
- Led implementation and ongoing maintenance of Ricochet CRM, supporting the company's core lending and merchant relationship workflows

CTO — SpherePBX

Port Washington, NY | December 2014 – October 2019

- Co-founded SpherePBX and served as CTO for a 20-person hosted VoIP provider; independently pitched and secured \$400K in venture capital funding
- Architected end-to-end VoIP platform spanning a multi-tenant Asterisk infrastructure with high-availability configuration supporting inbound/outbound call routing, IVR, voicemail, and call recording
- Built customer-facing self-service portal enabling account management, call detail record (CDR) access, and real-time provisioning of desk phones and softphones
- Developed internal management platform for support and operations teams covering customer lifecycle, billing integration, and device configuration management
- Negotiated and established carrier and platform partnerships with OnSIP, VoIP Innovations, and thinQ for SIP trunking, number porting, and DID provisioning; integrated Bandwidth.com for E911 emergency services compliance
- Hired, led, and mentored an engineering team of 4, establishing technical standards and providing hands-on guidance alongside active development contributions
- Owned technology roadmap, infrastructure decisions, and vendor relationships; grew platform to 200+ customers

CEO — uBix Technologies

Farmingdale, NY | April 2010 – December 2014

- Founded and led uBix Technologies (team of 14) as CEO and lead software architect — personally designed and built the company's core platforms while managing operations, business development, and a small team of developers; independently pitched and secured \$250K in angel investment funding

- Architected and built the uBix Cube, a FreeBSD/Samba-based managed server appliance delivered as a subscription ITaaS product; provided file serving, local filesystem snapshots for instant file recovery, and automated offsite backup with a rapid unit-swap replacement model to minimize customer downtime; scaled to 100+ business subscribers including notable clients such as Aleutian Capital Group
- Offered Asterisk-based local PBX as an add-on to the uBix Cube, extending the platform into hosted telephony without additional on-site hardware complexity
- Designed and operated all company infrastructure on FreeBSD, including email systems, backup infrastructure, and web-based customer management and internal admin portals
- Built and led teams covering remote helpdesk support, on-site installations, and unit replacements; established special-rate helpdesk access as a bundled subscriber benefit

Owner — Domain Atlantic

Melville, NY | 2000 – August 2010

- Founded and operated boutique IT services firm; grew to a team of 4 serving hundreds of web hosting and domain registration clients alongside regional infrastructure project work
- Won and delivered USAC E-Rate infrastructure projects for a dozen schools across multiple states including Oklahoma, Florida, and Maryland — encompassing structured cabling (100+ drops per site), WLAN deployment, networking, and PBX installations
- Provided managed IT support and hosted services (web, email, managed servers) to businesses of all sizes; notable clients included Trian Partners and Wormser, Kiely, Galef & Jacobs LLP, both New York City-based firms
- Developed business continuity plans for various companies utilizing solutions including SunGard, Iron Mountain, and Backup My Info

Programmer — Plug'nPay

Hauppauge, NY | August 1999 – March 2001

- Built MVP of eWallet™ platform enabling one-click shopping by securely storing customer billing, shipping, and demographic data for reuse across merchant transactions and marketing/data mining purposes
- Specified Sun server hardware and assisted with deployment of fault-tolerant Oracle database environment using HBA-attached shared storage across multiple nodes

Network Administrator — Web Express

Melville, NY | 1998 – June 1999

- Maintained internal infrastructure including internet uplinks, routers, servers, dialup modem banks, and local network; provided support for client colocated servers hosted in on-site datacenter
- Managed subscriber internet services including dialup, T1/T3, and DSL services
- Implemented Long Island's first OC3 SONET ring utilizing open-source technology (FreeBSD-based router with fiber ATM interface)
- Planned and executed migration from BSD/OS to FreeBSD across all hosting servers and replaced commercial Cisco routers with FreeBSD-based machines equipped with appropriate networking hardware supporting T1/T3 and OC3 interfaces
- Designed and upgraded datacenter with antistatic flooring and overhead wiring

OPEN-SOURCE PROJECTS

XenTask

github.com/cwolsen7905/XenTask · xentask.com

Open-source task management platform built with PHP and React, inspired by ClickUp. Supports boards, task hierarchies, assignments, and time tracking. Personal project in active development.

uBixCore

github.com/cwolsen7905/uBixCore · sowing.me

Open-source PHP monorepo framework built on Slim PHP with PHP-DI, following SOLID principles and PSR/PER coding standards. Designed around the philosophy that a monorepo keeps the entire platform versioned together — nothing out of sync — and naturally supports a continuous development workflow. Personal experimental project used as an ongoing exploration of framework design patterns.

The 8-Bit Machine

github.com/cwolsen7905/The8BitMachine

A passion project written in C++ — an 8-bit computer designer that lets you construct any 8-bit architecture you can imagine, with built-in presets for iconic machines including the Commodore C64, Apple IIe, and ZX Spectrum. Well documented and driven by a love of retro computing history.

UbixOS (*archived*)

github.com/cwolsen7905/UbixOS

POSIX-based operating system with hybrid micro/monolithic kernel utilizing mailbox-based message passing system for high-performance communication between userland and kernel space. Founded and architected the project in the early 2000s, serving as lead developer while building and mentoring a team of co-developers.

TUvé (*archived — Flash/Flex EOL*)

git.brainchurts.com/TUve

Pioneering online shared video experience platform built on a Flash/Flex client, Red5 media server for video streaming, and a C++ chat backend. Featured synchronized video playback, chat, peer-to-peer signaling, collective playlists, live broadcasts, and a plugin-based system with open API for channel owners to develop custom audience engagement apps. Led all aspects of technology direction while building a team of developers and promoters, securing content providers including record labels and indie filmmakers. Archived following Adobe's end-of-life of Flash, which retired the platform's entire client-side foundation.