Kevin Goldsmith

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Innovative, strategic, hands - on technical and people leader with a record of building high - performing teams to address new technologies, new markets, and to deliver on revenue opportunities quickly.

An experienced leader of high profile, high - performing product, research, and shared technology engineering organizations. Routinely receive excellent reviews for leadership and customer focus. Often invited speaker on building strong engineering teams at conferences internationally. Technical areas of expertise include: service scalability, user experience, consumer product development, GPGPU, multi - core, connected architectures, signal processing, domain - specific languages and graphics. Have extensive experience building products using Lean, Kanban, Scrum, and Extreme Programming methodologies.

Selected Experience

Spotify AB

Vice President of Engineering
Stockholm, Sweden
May 2013 – Present

Leading the one hundred and thirty person Consumer Engineering organization in Sweden. Responsible for all of the user visible features in the Spotify product, and for the media path from ingestion to storage, streaming and playback; including back - end systems and user interfaces on all platforms. Leading both large step - change product innovation efforts and continuing high velocity incremental innovation. Helping Spotify grow several hundred percent in active and paying users.

Adobe Systems Incorporated

Director of Engineering
Seattle, WA
April 2004 – May 2013

Managed product engineering organization building the Adobe Revel mobile, desktop and web clients; and a shared client, cloud and imaging architecture used across all of Adobe's mainstream imaging products. Lead the effort to take the product from its initial prototypes to a full shipping version while growing the development and quality teams. From prototype to 1.0 launch was less than 8 months. The product remained in the top 10 photography apps from launch. Revel grew to 300 million user assets, and to 4.5 million user accounts under my leadership.

Previously, managed the Adobe Image Foundation group. Created the Pixel Bender image and video processing language and its CPU and GPU runtime for use in Adobe Products. One of the principal Adobe engineering contacts with ISVs, IHVs and standards bodies on areas of high performance computing. AIF technology shipped in all of Adobe's most critical imaging, web and video products. The increased performance from the GPU and multi - core acceleration was an oft - cited major selling point for Adobe's applications in reviews and customer feedback.

Microsoft Corporation

Software Design Engineer
Redmond, WA
Sept 1994 - July 2000, December 2002 – April 2004

Was a developer on the Windows Media version 7.0 Encoder application team in the Digital Media Division from August 1999 to July 2000. Designed and implemented significant pieces of the application. This release was pivotal in Microsoft taking a leadership position in streaming media.

From September 1994 until August 1999, was a development lead in the Virtual Worlds Group of Microsoft Research. The goal of the project was to define the future of multi-user on-line virtual environments. The first shipping version of the project was called V-Chat. Created initial prototypes of V-Chat; designed significant parts of the software architecture; and wrote production code for audio support and 3D graphics architecture. Lead development on the V-Chat authoring system shipped to all content developers. Following V-Chat, lead a Development group of four to create a next-generation authoring tool for virtual environments. That work was shipped in the Microsoft Virtual Worlds Platform v1.0, v1.1, v1.5 and v2.0 releases.

Silicon Graphics Inc.

Member of Technical Staff
Mountain View, CA
May 1992 - April 1994

Initiated and executed several projects, including: Gallery, a virtual reality Art Gallery for the Reality Engine Computer, developed with a team of three other people. Trainer, a multimedia computer-based training station for the United Airlines maintenance base, developed with consultation from the United Airlines technology groups. Lead developer on The Out Of Box Experience, a joint project between Silicon Graphics and (Colossal) Pictures shipped as part of every SGI Indy system, including developers from both companies. 3D Annotator, a prototype of a product that allows users to attach audio, video clips, images and text to 3D objects, which was later developed into the IRIS Annotator product.

Patents

Hierarchical in-place menus: sole author; Patent number 7,418,670; filed October 3, 2003; granted August 26th, 2008

System and method for executing multiple functions execution by generating multiple execution graphs using determined available resources, selecting one of the multiple execution graphs based on estimated cost and compiling the selected execution graph: co-author; Patent number 8,549,529; filed May 29, 2009; granted October 1, 2013

Accessing content in a content-aware mesh: co-author; Patent application number 20140055474; filed February 27, 2014

Facilitating access to content in a content-aware mesh: co-author; Patent application number 20140056530; filed February 27, 2014

Education

Carnegie Mellon University, Pittsburgh, PA.
Bachelor of Science Degree in Applied Mathematics and Computer Science, graduated May 1992.
Course work focused on Computer Graphics, Software Engineering, Computer and Electronic Music and New Media Arts