

# Tyler Miller

Experienced software executive with an education in engineering and business. A track record of delivering valuable solutions that delight users and exceed business objectives.

## EXPERIENCE



**Catawiki** - Amsterdam, Netherlands

### *Vice President of AI Research & Strategy*

June 2024 - Present

- This is a temporary position to help Catawiki out on an important subject while I seek my next big challenge.
- I am dipping down and diving deep on AI. While it has become clear that AI is having a profound impact on how we and the products we use work, the technology is evolving so fast that it is challenging to separate hype from reality. My charge in this role is to do just that - by being very hands on with all the emerging AI technologies. I'm kicking the tires on nearly everything in the AI space. The deliverables are proofs of concept on how Catawiki can best employ these technologies to improve the product for our customers and/or our operations for our company and investors.

### *Chief Technology & AI Officer*

June 2023 - Present

- Shifted my focus to help the company research and strategically leverage the rapidly evolving AI technologies. We're currently driving large efficiency gains in our customer support and curation operations while our development team has become more productive through their adoption of AI tools.
- Designed a major data model shift in the Catawiki platform from auction-centric to centered on object types. This allows Catawiki to collect more salient information about each object, and provides freedom in the way objects are merchandised.
- Expanding the technology department by creating a new tech hub in Lisbon, Portugal. Currently, the Catawiki tech department is 170+ people across product, design, engineering, data and security disciplines.

### *Chief Product & Technology Officer*

October 2020 - May 2023

- Led the technology department through a complete replatforming effort. Catawiki went from a Ruby on Rails v2 monolith that was on-prem hosted to a modern microservices architecture hosted on

## EDUCATION



### **Stanford Graduate School of Business**

Stanford Executive Program (SEP) - Business Administration, Management and Operations  
Summer 2015



### **University of Colorado**

BS, Architectural Engineering  
1992 - 1997

## SKILLS

### **Leadership & Management**

Customer Centricity, Vision & Strategy, Clear Communication, Stakeholder Management, Board Communication, P&L Fluency, Organization Design, Hiring, Team Building, Mentoring & Coaching, Performance Management, Planning & Prioritization, Agile Methodologies, Roadmapping, Estimations, Risk Management, Cadence Optimization

### **Platform / DevOps**

AWS, Google Cloud Platform, Git & GitHub, CI / CD, Microservice Architecture, OpsLevel, Kubernetes & Docker,

GCP.

- After the replatforming, introduced a tech department-wide cadence that balances the team's ability to innovate on the Catawiki marketplace at speed with regular investment in strong tech foundations to avoid future limits on innovation due to tech debt.



**Prezi** - Budapest, Hungary

### *Chief Technology Officer*

May 2019 - September 2020

- Expanded engineering operations to both Berlin (a new tech hub) and Riga (integrating an acquisition), in addition to the already existing R&D teams in Budapest and San Francisco.
- Developed new products in the visual communications area. Most notably, Prezi Video, which composites both the presenter and their presentation in a single video feed for live conferencing or video recording.
- Aligned the company's three products into a coherent SaaS suite with multiple licensing tiers.

### *Vice President, Engineering*

April 2017 - April 2019

- Managed the engineering department with 100+ individuals, working on 15+ cross-functional teams.
- Led the formulation of the technical vision, with a particular emphasis on scalability, maintainability and efficiency. Progress yielded a significant improvement in engineering velocity.
- Changed the company's hiring approach, moving to a more talent and passion testing approach rather than a hard skills testing emphasis.
- Introduced a completely new career growth and development framework. The framework encourages a creative, collaborative, team-first culture. Additionally, it provides a robust competency matrix that answers the all-important question for most engineers - how do I grow?



**Trimble** - Boulder, Colorado, USA

### *Engineering Director*

June 2012 - March 2017

- Managed the Architecture and Design Division's R&D teams in multiple offices and time zones around the world.
- Was responsible for R&D teams that deliver 8 distinct products, as

Tilt, Infrastructure as Code, High Availability, Monitoring, Pager Duty

#### **Development**

Javascript, Typescript, HTML, CSS, Tailwind CSS, React, Next.js, Node.js, Python, Django, Ruby, Ruby on Rails, C++, C#, .Net, OpenGL

#### **Data & AI**

SQL, OpenAI, Anthropic, Mistral, groq, Google Gemini, Google BigQuery, Google Vertex AI, Vercel AI SDK, Google Datastream, Google Dataflow, Google Looker Studio, A/B Smartly, MongoDB, MySQL, Amazon Redshift, Amazon DynamoDB, Avro, Confluent Schema Registry, Kafka, ELK

#### **PATENTS**

Browser-based collaborative development of a 3D model

Efficient distribution of functional extensions to a 3D modeling software

Extensible web-based 3D modeling

Providing a real-time shared viewing experience in a three-dimensional modeling environment

Controlling rights to a drawing in a three-dimensional modeling environment

well as several speculative development efforts.

- After acquisition by Trimble, refocused SketchUp on its original target markets of architecture, engineering and construction.
- More than tripled the size of the SketchUp R&D team to 60+ members while maintaining engineering best practices and a collaborative, fun culture.
- Initiated the acquisition of Frank Gehry's technology business (Gehry Technologies), thereby adding a construction project collaboration platform to Trimble's offerings.
- Regular advisor and speaker to Trimble's global software teams on how to build and maintain a winning software engineering organization.
- Successfully migrated the 3D Warehouse from a Google proprietary stack to AWS while maintaining service to more than 700k weekly unique users.
- Launched the SketchUp Mobile Viewer on iOS and Android.
- Launched the SketchUp Extension Warehouse, an app store for SketchUp extensions that is fully integrated with the SketchUp 3D modeler.
- Launched SketchUp Viewer for Microsoft HoloLens, the first commercial application available for the HoloLens device.



**Google** - Boulder, Colorado, USA

### *Engineering Manager (Tech Lead Manager)*

January 2007 - June 2012

- Pivoted the SketchUp team toward Google's strategic initiative of building out a 3D map of the world through crowdsourcing geo-referenced 3D models made with SketchUp.
- Launched 13 versions of the SketchUp software, each version in free and Pro editions, on Mac and Windows, and in 12 languages.
- Scaled the engineering team and processes with the massive explosion in the size of the user base. The user base grew from being measured in the thousands to millions of weekly unique users.
- Provided career guidance and counseling to employees, assessed performance on a quarterly basis, conducted annual reviews, including annual salary and bonus planning.
- Presented regular engineering and product reviews for the company executives.
- Implemented many features in SketchUp, including most of the integrations with other Google products.

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## *Senior Software Engineer*

March 2006 - January 2007

- Conceptualized and implemented a flexible rendering style system that allows users to apply classic hand drawing techniques to SketchUp models while maintaining real-time modeling capabilities.
- Contributed to the UI design of SketchUp, including the simplification of the Scenes system and integration of the flexible rendering styles system.



**@Last Software** - Boulder, Colorado, USA

## *Software Engineer*

October 2004 - March 2006

- Led development on a suite of organic 3D modeling tools for the SketchUp product. The suite, intended to increase the appeal of the product in the Landscape Architecture market, resulted in a tripling of sales in that sector.
- Improved SketchUp's ability to interact with other programs by upgrading the VRML exporter to support VRML 2.0 capabilities.



**Lithonia Lighting** - Conyers, GA, USA

## *Software Engineer*

May 1997 - September 2004

- Developed and maintained an advanced 3D lighting design application (Visual) that gained a majority share of the US lighting design software market.
- Managed and improved many aspects of the software development process, including requirements, interface design, object modeling and release engineering.
- Built and maintained multiple internal and external Web sites, including a public e-commerce site and an internal real-time graphical reporting site that charted numerical data from various disparate data sources.