

Ryan Saul

Software Development Manager

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Profile

Engineering Manager with 9 years of leadership and 16 years of software engineering experience deploying high availability web applications and backend infrastructure. Proven track record of building high-performing teams from the ground up, accelerating software delivery from monthly to daily releases, and driving “Operational Excellence” to reduce major production outages and incidents.

Work Experience

Software Development Manager

Nov 2019 – Present

Frontdoor, Inc (acquired from Stroom) – Remote

- Directed the Web & Platform teams following the Stroom acquisition, scaling several startup squads into an enterprise team aligning on coding patterns, testing, and operations.
- Developed a reusable video streaming SDK and integrated it into several web applications, improving architectural consistency and platform reliability.
- Improved engineering velocity by optimizing the CI/CD pipeline, successfully increasing release frequency from monthly to daily.
- Hired and onboarded 20+ engineers and mentored individual contributors into senior leadership positions.
- Directed the high-stakes migration of video streaming architecture to AWS Chime SDK, significantly improving platform uptime and reducing rendering times for thousands of concurrent daily users.
- Spearheaded a cross-functional Flex Team, deploying engineering resources across the organization to unblock high-priority projects in .NET, Go, React, and Python.
- Engineered a massive shift in platform stability, reducing major production incidents from 100+ annually to approximately 3 per year by implementing rigorous Operational Excellence standards.
- Led the team-wide adoption of AI-assisted coding tools and standardized code review processes, accelerating development cycles and code quality.

Engineering Manager, Quality & DevOps

Feb 2019 – Nov 2019

CUNA Mutual – Portland, OR

- Architected a greenfield CI/CD pipeline using Jenkins and Terraform, eliminating manual bottlenecks and speeding up releases from ad-hoc cycles to consistent weekly deployments.
- Optimized cloud infrastructure by auditing and decommissioning under-utilized AWS services, reducing monthly costs by 25%.
- Recruited and led an engineering team focused on automation and release quality, reducing post-release defects by shifting quality left in the development lifecycle.

Engineering Manager, Quality & DevOps

Oct 2017 – Jan 2019

4-Tell – Portland, OR

- Established .NET Core automated pipelines using AppVeyor and Azure, transforming manual release cycles into automated deployments.
- Recruited and led a three-engineer team dedicated to building automated test frameworks and optimizing release pipelines.
- Directed the development of C# Selenium test suites, significantly increasing deployment confidence and enabling more frequent release cycles.

Software Development Engineer in Test & Infrastructure

Feb 2011 – Oct 2017

Jama Software – Portland, OR

- Built and maintained a comprehensive Java and Selenium automated testing suite, significantly reducing manual QA cycles for the primary web interface.
- Developed the core REST API for the product and validated it through automated Python tests.
- Designed a Docker-based release pipeline that synced deployment workflows for both cloud-hosted and on-premises customers.
- Revamped the CI/CD architecture to reduce deployment times, drastically improving release window times.

Skills

Leadership: Team Building, Operational Excellence, Hiring, Scaling, Mentorship, Coaching, Strategic Planning, Agile (Scrum/Kanban), Incident Management, Release Coordination

Technical Expertise: Python (FastAPI, Django), TypeScript, React, Postgres, Automation (Selenium, Cypress), AWS (EC2, ECS, S3, RDS, Bedrock, Lambda, DynamoDB)

Platforms & Tools: Docker, Terraform, GitHub Actions, Gitlab CI/CD, Postman, Cursor, Claude Code, JIRA

Education

BA in Management Information Systems

Graduated 2010

Washington State University – Pullman, WA

Projects

Roll Players Guild

Feb 2026

Foundry VTT Infrastructure

- Engineered a containerized gaming environment using Docker and Foundry VTT, leveraging AWS EC2 and ECS for scalable, high-availability hosting.
- Developed automated server lifecycle scripts to execute daily scheduled shutdowns, significantly reducing monthly AWS costs.

FetchTag

Dec 2025

QR Code Generator – fetchtag.net

- Engineered a QR code generation and management platform using FastAPI and React, focusing on a responsive, high-performance user experience.
- Architected a modern, distributed deployment strategy using Vercel, Render, and AWS to ensure platform scalability and high availability.