

Bob Summerwill

Software Engineering Leader

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Software engineering leader with thirty years in games, platform engineering and distributed systems. Fifteen years at Electronic Arts on FIFA, NHL and the first EA SPORTS UFC; six years as Executive Director of a nonprofit engineering organisation, hiring, developing and leading its engineers; and recent hands-on AI-assisted development work. Happiest growing engineers, with the technical depth to earn their trust. Looking to lead an engineering team in Vancouver; available from mid-November 2026.

HIGHLIGHTS

- **Developing engineers:** Mentored engineers on EA's Orca CM group who now hold senior roles at EA; at the ETC Cooperative, directly managed three engineers for four years with ongoing performance feedback, training and professional development, and owned recruiting, hiring and compensation.
- **Engineering leadership:** Technically led a 15–20-engineer studio group through 3–4 technical sub-leads at EA, alongside a Development Director who held line management; later ran a distributed organisation of up to ten as Executive Director through growth, a funder's exit and two restructurings.
- **EA SPORTS UFC:** Software architect for TABU, the group that built the first EA SPORTS UFC and NHL 13–15 on a shared framework and codebase; later systems engineering on EA SPORTS UFC Mobile.
- **Technical depth and developer tooling:** First dedicated EA SPORTS Label Software Architect, chairing the Architecture Council; build and configuration-management tooling adopted across EA; in 2025–26 built AI-assisted engineering workflows and an MCP server at BlockApps and helped teammates adopt them.

ELECTRONIC ARTS EXPERIENCE

Electronic Arts · Chertsey, UK → Burnaby, BC

Jan 1999 – May 2014

Programmer to Senior Software Engineer & Architect

Selected game credits: FIFA Football 2004 and 2005; FIFA 06 Road to FIFA World Cup; FIFA 07, 08, 10 and 11, including FIFA Ultimate Team; NBA Live 06; NHL 13–15; EA SPORTS UFC; EA SPORTS UFC Mobile.

- **NHL & UFC architecture, 2012–2014:** Software architect for TABU, building the first EA SPORTS UFC (Xbox One, PS4) and NHL 13–15 on the shared Wireframe framework in one repository; hands-on in the framework and both games. Final assignment: systems engineering on UFC Mobile.
- **EA SPORTS Label Software Architect, 2012:** First dedicated label architect; chaired the new Architecture Council, coordinating technical direction across EA SPORTS teams and platforms.
- **FIFA and shared technology, 2007–2012:** FIFA architecture, shared PC/console technology and FIFA Ultimate Team; built TechTracker to map dependencies across 30+ workspaces and ~1,000 packages. Credited as Lead Programmer on FIFA 11.
- **EATech, 2005–2007:** EA's company-wide central technology group. Helped modularise RenderWare into ~60 components with testing and compatibility support; built cross-platform build tooling and Visual Studio project generation adopted across EA.
- **EA Canada / Orca CM, 2003–2005:** Technical lead of the Vancouver studio's configuration-management group for the Xbox 360 launch titles FIFA 06 Road to FIFA World Cup and NBA Live 06, as it grew from one team into a studio-wide team-of-teams of 15–20 engineers with 3–4 technical sub-leads. Led the group technically, alongside a Development Director who held line management; mentored engineers who later reached senior roles at EA.
- **EA UK, 1999–2002:** Football systems on The FA Premier League Football Manager; built the scripting-language parser and bytecode runtime for Harry Potter and the Chamber of Secrets on PS2.

RECENT EXPERIENCE

BlockApps STRATO · Head of Ecosystem · Vancouver / Brooklyn

Jan 2025 – Jul 2026

- Built AI-assisted engineering tools and helped team members adopt them: a multi-agent workflow to triage, investigate, fix and review GitHub issues (Claude Code and Codex); Griphook, an MCP server exposing platform operations to AI assistants; and transcription and diarisation tooling (WhisperX, pyannote) with upstream contributions.
- Drove the Apache-2.0 open-source release of STRATO, a Haskell-based Ethereum-compatible platform, into an independent GitHub organisation; credited by the company's co-founder at the March 2026 launch.

LEADERSHIP AND DISTRIBUTED-SYSTEMS EXPERIENCE

ETC Cooperative · Executive Director & Secretary · Vancouver / remote team **Jan 2019 – Dec 2024**

- Ran the nonprofit that funded and coordinated Ethereum Classic client development, with responsibility for the legal entity, direction, budget and staff of up to ten across engineering, communications and finance; annual expenditure reached US\$1.9M.
- Directly managed three engineers for four years, providing ongoing performance feedback and supporting training and professional development; owned recruiting, interviews, hiring and compensation packages.
- Led staffing and organisational changes through two restructurings while preserving priority engineering capability after the principal funder ended support.
- Directed two independent client teams and coordinated seven network-wide upgrades across them.
- Chose between outsourced and in-house development for Hyperledger Besu support: engaged ChainSafe first, then brought the capability in-house with a dedicated engineer.
- Brought the organisation into Hyperledger and the Enterprise Ethereum Alliance; vice-chair of the EEA Technical Specification Working Group from 2020.

Ethereum Foundation · ConsenSys / EEA · Engineering, architecture and standards roles **2016 – 2018**

- **Ethereum Foundation, 2016:** Core C++ client developer; led the codebase consolidation and the proposed Apache-2.0 relicensing; cross-platform build, release and CI; 657 client commits plus Homestead documentation.
- **ConsenSys / Enterprise Ethereum Alliance, 2016–2017:** Lead architect at the EEA's February 2017 launch with 30 founding members; presented the founding technical roadmap; secretary of the technical working group; established the initial working groups.
- **2017–2018:** Sweetbridge (principal developer, then community lead); Quantfury (blockchain lead); Varro Technologies (co-founder and CTO).

EARLIER EXPERIENCE

TD Securities, DevOps Solutions Architect, Toronto (Apr – Oct 2015): OpenStack migration, Atlassian tooling and deployment automation for the development infrastructure and delivery practice.

Independent and contract development, Senior engineering roles, Vancouver (2014 – 2015): Sony / PlayStation programming consultant (Feb – Apr 2015); mobile development at Roadhouse Interactive and DeNA; MonoTizen, a Mono/.NET port to Tizen, and Mono for Sailfish.

Psygnosis (Sony), Programmer, Leeds, UK (1996 – 1998): Prophecy and Global Domination (PC, PlayStation).

INDEPENDENT PROJECTS

- **Local LLMs:** Hermes Agent running against a self-hosted Qwen 3.8 27B model, served by llama.cpp from a 2 x RTX 3090 + NVLink workstation and shared over Tailscale with several other Linux machines; always experimenting with new local models.
- **Early Days of Ethereum:** founder and host of the ecosystem's founding-era oral-history project (14 long-form interviews, 180+ profiles).

TECHNICAL SKILLS

C++ (20+ years): PlayStation 1–4, Xbox generations, GameCube and PC; C#, Python, TypeScript; some Haskell. CMake, Perforce, Git, Jenkins, Travis CI, Docker, Unity; Claude Code, Codex and Model Context Protocol; Linux, Windows and macOS.

EDUCATION

BSc Computer Science with Artificial Intelligence, University of Leeds, 1996