

Christopher K. Rimple

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Profile

An executive leader with extensive experience in merging business and technical needs to bring innovative, best-in-class consumer solutions to worldwide markets. Combines comprehensive product strategy and design expertise with deep technical knowledge to guide both product and engineering teams in delivering end-to-end experiences that delight customers. Equally capable of meeting the needs of a Board of Directors or “rolling up sleeves” to work with a team on product and engineering designs. Proven record of defining and building successful products for companies of all sizes, including 12 years with elite corporations like Microsoft and RealNetworks, reaching hundreds of millions of customers. A demonstrated history of P&L responsibility, driving revenue and margin growth through strategy and execution with an entrepreneurial, results-driven approach: creative, pragmatic, efficient, and effective. Expertise in media, cable, mobile, gaming, social networking, social gaming, virtual goods, ecommerce, productivity applications, cloud computing, web services, enterprise, and open source. Monetization experience for B2B and B2C in many forms, including subscription, ASP/SaaS, online purchase, ad-supported, and point-of-sale. Excellent organizational, managerial, interpersonal, communication, business, and technical skills.

Professional Strengths

Partner relations, negotiation, and merger/acquisition evaluation. Defining and communicating product vision and strategy. Product management, project management, personnel management, and team leadership. Recruiting, training, and retaining highest quality personnel. Market and competitive analysis, requirements definition, user experience design, and usability testing. Software design, development, quality assurance, implementation, and support. Extensive knowledge of the software development lifecycle (SDLC), Agile Methods, and Scrum. Windows, Mac, Linux, web, and mobile (iOS, Android, Blackberry) development using C/C++, Java, Apache/Tomcat, SQL/Oracle, and other tools.

Training

Recent examples of continuous learning and improvement include:

- Leadership Program certification, Allegory, 2010
- Scrum Product Owner and Scrum Master certification, Scrum Alliance, 2009
- Leadership Development Program, Center For Creative Leadership, 2008
- Strategic Marketing Management, University of Michigan School of Business, 2006

Experience

2009 - 2010

Executive Director of Product Management

Linden Lab, Seattle WA

Responsible for Second Life, the industry-leading social virtual world with over 1M users and \$90M in annual revenues.

- Managed an 8-person team responsible for product strategy, requirements definition and prioritization, feature specification, user interface design, usability testing, and driving engineering teams to deliver on market needs.
- Managed a 7-person team responsible for engineering, localization, and release of all products and web properties in over 25 languages.
- Member of PMO Steering Committee, responsible for defining and driving all aspects of corporate product lifecycle, including implementation of Agile Methods (Scrum).
- Led the team responsible for, and managed all activities resulting from, the acquisition of Avatars United and their social networking services.
- Led the corporation through numerous product releases, including SL Viewer 2.0, Shared Media (in-world audio/video/games), social network integration, and mobile.

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Experience

2007 - 2009	Area Vice President	RealNetworks, Seattle WA
	Responsible for all music products including Rhapsody, the industry-leading subscription music service with over 2M users and \$175M in annual revenues.	
	<ul style="list-style-type: none">▪ Member of Music division executive team responsible for P&L, mergers/acquisitions, contract negotiations, customer acquisition/retention, and service uptime/stability.▪ Managed a 60-person team with a \$15M annual budget, including product management, project management, development, and quality assurance.▪ Managed all music activities resulting from partnerships with Viacom/MTV, Verizon, Yahoo, Cox, and Monster Cable.▪ Led the design and development of Verizon's VCAST Music with Rhapsody service, with an audience of 80M users on over 40 different classes of mobile devices, running on the "Rhapsody Direct" scalable web service architecture.▪ Led the corporation through numerous product releases, including Rhapsody MP3 Store, MTV/Rhapsody service, and MTV/Urge and Yahoo Music migrations.▪ Coordinated (2003-09) annual Food Drive for Northwest Harvest, growing employee participation from under 20% to over 50% and donations from \$16,000 to \$65,000 per year, making it Northwest Harvest's largest employee-funded food drive.	
2005 - 2007	Senior Director of Program Management	RealNetworks, Seattle WA
	Responsible for all music products including Rhapsody, the industry-leading subscription music service with over 2M users and \$175M in annual revenues.	
	<ul style="list-style-type: none">▪ Managed an 8-person team responsible for requirements analysis, feature definition, user interface design, usability testing, and project management.▪ Managed all music activities resulting from legal settlement with Microsoft, including integration with MSN Messenger, MSN.com, and co-marketing efforts.▪ Managed all music activities resulting from partnership with Best Buy, including development and release of the Best Buy Digital Music Store.▪ Led the corporation through numerous major and minor product releases, including support for set-top devices (STB), mobile devices, and other consumer electronics.▪ Designed process improvements that decreased time-to-market by 90%.	
2003 - 2005	Group Program Manager	RealNetworks, Seattle WA
	Responsible for the flagship product RealPlayer with 300M users worldwide in 13 languages.	
	<ul style="list-style-type: none">▪ Managed an 8-person team responsible for requirements analysis, feature definition, user interface design, usability testing, and project management.▪ Led the corporation through numerous product releases, including the Real Music Store and Harmony technology for Apple iPod portable devices.▪ Designed process improvements that decreased time-to-market by 50%.	
2002 - 2003	Vice President of Product Development	Physician Micro Systems, Seattle WA
	Responsible for Total Practice Partner, an industry-leading medical records and billing suite. Company acquired by McKesson and dissolved.	
	<ul style="list-style-type: none">▪ Member of executive management team directing all corporate activities.▪ Managed a 30-person team, including product management, project management, development, and quality assurance.▪ Designed process improvements that decreased time-to-market by 25%.	

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Experience

2002 – 2002	Senior Program Manager	Concur Technologies, Redmond WA
	Responsible for Concur Expense, a web-based enterprise expense management product. Company acquired largest competitor and reorganized.	
	<ul style="list-style-type: none">▪ Managed a team of 11 user experience designers and project managers responsible for requirements analysis, feature definition, UI design, and project management.▪ Designed process improvements that decreased time-to-market by 50%.	
2000 – 2001	Director of Program Management	InfoImage, Phoenix AZ
	Responsible for Decision Portal, an enterprise information product. Company dissolved.	
	<ul style="list-style-type: none">▪ Managed a 4-person team responsible for requirements analysis, feature definition, user interface design, usability testing, and project management.▪ Led the corporation through three major product releases.▪ Designed process improvements that decreased time-to-market by 50%.	
1999 – 2000	Engineering Manager	PageMasters/Buzzsaw, Phoenix AZ
	Responsible for Repro Desk, an industry-leading reprographics and plan management product. Company acquired by Autodesk; relocation impossible due to skydiving team commitments.	
	<ul style="list-style-type: none">▪ Member of executive management team directing all corporate activities.▪ Managed a 30-person team, including product management, project management, development, and quality assurance.▪ Led the corporation through two major product releases in 11 languages.▪ Managed an OEM relationship worth \$10M annually.	
1997 – 2001	Competitive Skydiver	Team Nitro, Phoenix AZ
	Trained and competed full-time at National, International, and World-level competitions.	
	<ul style="list-style-type: none">▪ Member of USA National Skydiving Team for 5 years.▪ Won gold at 1999, 2000, and 2001 USA National Championships.▪ Won bronze at 1998 and silver at 1999 and 2000 World Championships.	
1990 – 1996	Software Design Engineer & Program Manager	Microsoft, Redmond WA
	Responsible for a variety of products and activities, in both engineering and product roles.	
	<ul style="list-style-type: none">▪ Defined product requirements, designed features and user experience, and led the development and release of the first MS Flight Simulator for Windows.▪ Led the release of Office 95 with Windows 95 worldwide in 13 languages.▪ Designed and developed test suite for MS-DOS 5.0, demo applications for Visual Basic 1.0, CD mastering applications, and earliest CD-based products.	
1987 – 1990	Software Design Engineer	Boeing, Seattle WA
	Designed and developed applications and database software for Computer Services, Commercial Airplane, and Military Airplane divisions.	