myke savage

404-357-8001
myke.savage@icloud.com

I thrive in the details in a fast-paced environment, am passionate about developing the skills of my teams, and love writing code to solve problems. I am looking to use my experience in software project management and team building to help reduce climate change, clean up the oceans, and protect turtles. I love scuba diving and I'm not afraid to get my hands dirty in the field.

Management Methodology: *Building close-knit teams to do the best work of their lives*

I've repeatedly grown teams to be highly productive and collaborative. I believe that when we work well together, we produce better results. I put a focus on writing tools and automation so we can "work smarter rather than harder."

Learn more about my management style from my team through my LinkedIn recommendations.

Technical Skills: *Automating routine tasks and crunching numbers*

Proficient: Perl, macOS CLI, Numbers, sqlite, guiding teams through diverse tech stacks
Familiar with: Swift, bash/csh scripting, Python, Objective-C, PHP, JavaScript, MySQL, CSS

Apple Inc.: *24 years of Apple passion, with more than half of that as a manager*

Core OS Engineering Project Manager, Special Assignment — May 2026 – Present

- Building trust and cross-functional relationships to get an internal reliability project back on track.
- Contributing to system architecture, identifying project risks, and improving communication.

Xcode Build Operations, 2nd Level Manager, Developer Tools — Sep 2024 – Oct 2025

- Led an org of 14 engineers and 3 managers which included the Xcode Program / Build / Release Operations, Side World Build dev team, and International Build and Integration logistics.
- Conceived and drove the Downloadable Hardware Support feature, which enabled customers to add support for new devices without a full Xcode release and eliminated the need for a complete qualification and release cycle for every new hardware launch.
- Championed making data-driven product decisions to best support our developers' needs.
- Helped transition the Side World Build team from primarily operations roles into a dev team.
- Co-presented best practices and bug tracking tooling talk at an internal conference.

Engineering Project Management (EPM) Team, 2nd Level Manager — May 2023 – Sep 2024

- Promoted and developed a manager for the Xcode Component EPM team. Adjusted support model to deepen relationships with engineering managers.
- Partnered closely with Xcode Product Management on release timelines and support strategies.
- Co-presented "Xcode Essentials" at WWDC24.

EPM Team Manager, Developer Tools — Sep 2017 – May 2023

- Led the Xcode & Swift Playgrounds program, managing 10 Component, Program, and Build EPMs, supporting an org of 200+ engineers, 50+ managers, and 2,500+ x-func partners.
- Championed a cultural shift across eng teams to systematically track and prioritize regressions.
- Built tooling and automation that became foundational to the program's efficiency.

Engineering Project Manager (EPM) for Swift — Jun 2016 – Sep 2017

- Developed novel approach to feature tracking for Swift ABI Stability.

Hackathon Program Manager and Recruiter, University Relations — Sep 2012 – Jun 2016

- Personally led Apple's involvement in 37 college hackathons and our own iOS App Challenges.
- Taught iOS development to over 2,000 students at 40 workshops across various colleges.
- Helped to improve intern conversion rate from 30% in FY11 to over 60% in FY13.

Software Engineering Manager, Embedded Build Engineering — Nov 2008 – Sep 2012

- Managed the team building the first versions of iOS for iPhone, iPod touch, iPad, and Apple TV.

Willow Glen Neighborhood Trees (501c7 Non-Profit)

President and Webmaster (Volunteer) — Oct 2016 – Present

- Developed eCommerce website to accept orders for 2,000+ Christmas trees for our neighborhood.

Georgia Institute of Technology

- Bachelor of Science in Computer Science with a minor in Performance Studies.

Arizona State University (online)

- Certificate in Global Conservation Leadership — **In Progress, Est. Completion Oct 2026**
- Taking elective in Forestry / Carbon Project Fundamentals.