

ALEX BLOUNT

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PROFESSIONAL SUMMARY

Engineering leader with 20+ years building and scaling the platforms other teams depend on to ship. Manager of managers across Apple, Microsoft, and Epic Games. I set technical direction and stay close to the code, and I make the build-versus-buy call with conviction. Currently leading my team's shift to AI-native development with measured productivity gains, scaled across the org through demonstrated value rather than mandate. Comfortable taking an ambiguous platform problem from a near-blank page to production, and building the org to sustain it.

EXPERIENCE

Apple | San Diego, CA

Software Engineering Manager, Power Triage | July 2025 - Present

- Leading the team's shift to AI-native development. Piloted Claude Code, Superpowers, and agentic PR review with one team, measuring work item burn-down as both a tooling-ramp signal and a velocity signal. Reached a 25% productivity gain in the early stages, with engineers surfacing improvement work outside their assigned scope.
- Codified the approach into an onboarding and measurement workbook and scaled it across the org. Adoption driven by pilot validation, not mandate.
- Own power and performance platform work across Apple's software platforms, aligning deliverables to hardware and software release cycles. Built automated triage systems to surface and prioritize battery impact at scale.

Microsoft - Xbox | Remote

Principal Software Engineering Manager, Gaming Developer Experience | December 2023 - July 2025

- Owned package management in Xbox's Gaming Developer Experience org, the platform hundreds of game studios depend on to build and ship to Xbox and PC.
- Drove a strategic shift from reactive client support to service-oriented platform delivery. Made the build-versus-support call and led the team through it, trading ticket work for paved paths studios pulled on by choice.
- Held team stability and output through multiple reorgs and priority resets.

Epic Games | Remote

Engineering Manager, Fortnite Platform | April 2022 - December 2023

- Grew from leading one team to managing four engineering teams and ~20 engineers across Matchmaking, Competitive, and Discovery. Manager of managers, with active investment in building the next layer of leadership.
- Owned engineering for Fortnite player-facing systems serving tens of millions of concurrent users. AWS-based distributed backend in Java, Scala, and Akka.
- Built the operational baseline for these online services from the ground up: health monitoring, incident response patterns, and on-call rotations.

Microsoft - Xamarin | Remote

Principal Software Engineering Manager, Mobile Customer Advisory Team | May 2015 - April 2022

- Led the Mobile Customer Advisory Team inside the .NET / Developer Division, embedding with external partners to ship mobile products on the platform. Defined standards and patterns that held across teams I did not directly run.
- Carried developer-facing platform work through the Xamarin acquisition into Microsoft.

SKILLS & FOCUS

Leadership: Org design and team-of-teams leadership, manager-of-managers, headcount planning, growing the next layer of leadership, cross-functional alignment with product and business leadership.

Platform & Systems: Developer experience and paved-path platforms, distributed backend at scale, build-versus-buy strategy, operational readiness, AWS, Java / Scala / Akka, .NET.

AI-Native Development: Claude Code, agentic PR review, adoption measurement and onboarding, scaling AI-first practices across an org.