

Chris Pine

Sr Engineering Manager

Portland, OR, United States | [LinkedIn](#)

Experienced Engineering Manager focused on building diverse, inclusive, high-performing teams where engineers feel safe to take risks, stretch themselves, and do the best work of their careers.

I also accidentally wrote a book that one time.

EXPERIENCE

Engineering Manager

Oct 2023 — Sep 2025

Buf *Portland, Oregon, United States*

Managed the Toolchain team, responsible for advancing/maintaining over 60 OSS repos. Worked with the team to improve processes to better scale ourselves to ensure repos weren't being overlooked.

Managed the inception and growth of Bufstream, one of Toolchain's experimental side projects. As Bufstream grew, I formed and managed the new Bufstream team. Ultimately oversaw Bufstream from conception to commercial success.

Engineering Manager

Aug 2020 — Aug 2023

Sourcegraph *Portland, Oregon, United States*

Managed the Batch Changes team, from infancy to beta, and then to GA and a successful marketing launch. Worked closely with cross-functional partners to ensure we were meeting customer needs, helping to close deals, and building something people would love. (And we did!)

Over my last year at Sourcegraph, I managed other teams when we were short a few managers, and ended up managing a total of four teams (Batch Changes, Code Insights, Developer Experience, and Cody Clients). I also indirectly managed a fifth team, as the EM for that team reported to me.

I consistently hired for and led the most diverse teams in the Engineering org, and am proud of the impact I had in reducing organizational biases and improving engineering hiring with DE&I best practices. In service of bias reduction, I introduced and led training for engineer calibration sessions, to ensure that all of the engineering managers were using the same criteria (and interpreting those criteria in the same way) for performance evaluations and promotions.

Senior Engineering Manager

Apr 2019 — Feb 2020

New Relic, Inc. *Portland, Oregon Area*

Managed three software teams, including one I created to meet a serious and long-overlooked need at the company.

Onboarded all other engineering managers in the server-side language agents org, over a period of several years. Set the standard for agent engineer hiring, routinely coaching my peers on best practices, from job postings to interview panels to closing (or honest, compassionate, helpful rejections), and always with an eye on reducing implicit biases at every step of the process.

Software Engineering Manager

Dec 2014 — Mar 2019

New Relic, Inc. *Portland, Oregon Area*

Managed the creation, release, and support of two of New Relic's eight server-side language agents: the Go Agent and the C Agent. Created the Go Agent team in the process, which was so high performing that we became the natural leader for cross-agent initiatives. Hired diverse, inclusive teams, where engineers thrived.

During my 6-year tenure at New Relic, I managed a total of 5 teams and 27 software engineers.

Senior Software Engineer

Mar 2014 — Nov 2014

New Relic, Inc. *Portland, Oregon Area*

Senior Game Programmer

Jan 2012 — Feb 2014

Sparkypants Studios

Portland, Oregon

Design and implementation of HTML5 and Unity3D game prototypes.

Senior Software Engineer

Aug 2005 — Nov 2011

Opera Software

Oslo, Norway

Responsible for Javascript Engine development.

Served as Opera's representative on the ECMA committee for the standardization of Javascript.

Also responsible for UI design and implementation in Opera Desktop and the Wii Browser.

Game Programmer

Jun 1998 — Jun 2001

Firaxis Games

Hunt Valley, Maryland

Lead Programmer on Sid Meier's Civilization 3

Lead Programmer on Sid Meier's Alien Crossfire

Programmer on Sid Meier's Alpha Centauri

EDUCATION

Reed College

Jan 1994 — Jan 1998

Bachelor of Arts (B.A.) in Mathematics

CERTIFICATIONS

Learn to Program, 3rd Edition,

Jun 2021

SKILLS

C++ · C# · Ruby · Java · JavaScript · OpenGL · Subversion · HTML 5 · Git · JSON · Eclipse · CSS · Visual Studio · XML · HTML · HTML5 · Game Programming · Game Development · GUI development · Technical Writing · Erlang · OCaml · Lua · Programming Language Theory · Compilers · Compiler Optimization · Mathematics · Software Design · Web Applications · Web Development · Design Patterns · Software Engineering · Software Development · OOP · Object Oriented Design · Programming · Management · Team Management · Object-Oriented Programming (OOP) · Engineering Management