MYRON SCHRAM

EXECUTIVE OPERATIONS AND TECHNOLOGY LEADER

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EXECUTIVE PROFILE

Held CTO and vice president roles in software companies and public businesses. Led teams building e-commerce platforms, B2B software and cybersecurity products. At Intrusion, started with Product and Quality Assurance, then took charge of several operating functions, including IT and customer support. Managed more than half the company's budget and spending, including major data-center costs. Earlier, directed a $9 million budget at LeisureLink and more than 90 engineers at Apple Leisure Group. Presented to boards and participated in fundraising at LeisureLink and IFM Restoration.

At Blockbuster, led a supply-chain redesign that saved more than $35 million. During the GameStop assignment, online revenue grew from $120 million to $160 million over 15 months. At Apple Leisure Group, reduced engineering costs by 50% and increased delivery velocity by 200% in eight weeks.

PROFESSIONAL EXPERIENCE

INTRUSION, INC. | Vice President, Operations & Product Development | Sep 2024 – Jul 2026

Earlier: Head of Product & Quality Assurance | Jun 2022 – Sep 2024

- Started with Product and Quality Assurance. Later assumed oversight of internal IT and customer support, followed by procurement, sales operations and marketing.
- Managed an average of 26 full-time employees and up to 10 contractors. Oversaw more than half the company’s budget and spending, including substantial costs for its data center.
- Conceived CommandHub, developed its initial purpose and features, and persuaded leadership to commit resources despite early objections. Oversaw development without writing the software. After general availability and positive customer feedback, handed daily product management to a product manager and retained oversight of the roadmap.
- Set priorities for the Shield product family using customer feedback and engineering input. Directed roadmaps and release plans for on-premises, cloud and endpoint offerings.
- Added Product Marketing in 2025 and the full Marketing department in January 2026. Reworked the use of marketing funds and external partners. Also oversaw pricing, packaging and sales operations.
- Participated in acquisition-related technical reviews. Managed vendor relationships and approved staffing and expenditures within the departments led.

IBM | Next Generation Cloud Infrastructure | Sep 2021 – May 2022

- Worked on next-generation cloud infrastructure within IBM’s enterprise technology organization.

IFM RESTORATION | Chief Technology Officer | Feb 2018 – Apr 2021

- Built the technology team for a marketplace connecting property operators with contractors. Worked with engineers directly when a difficult architecture or delivery problem needed attention.
- Led more than one-third of IFM's employees. Recruited engineers and managers for the contractor marketplace, negotiated service contracts and handled the department's operating budget; commitments above $50,000 required further approval.
- Helped with fundraising and appeared at quarterly and annual board reviews to explain engineering plans, report progress and answer technical questions.
- Coached engineering managers and changed development practices when the platform or customers required a different approach.

APPLE LEISURE GROUP | Vice President, Software Engineering & Architecture | 2016 – 2017

- Inherited more than 90 engineers in 15 Scrum teams during a leadership gap. Teams operated across U.S. and international locations.
- Reduced organizational costs 50% and increased delivery velocity 200% in eight weeks by changing team structure and the way work was assigned.

- Moved releases from a six-to-nine-month cycle to every two weeks, implementing Scaled Agile practices and continuous delivery.

LEISURELINK | Chief Technology Officer | 2014 – 2016

- Oversaw a $9 million capital and operating budget during the company's shift toward B2B services. Set investment priorities for its platform rebuild and secured higher-level approval for commitments above $50,000.
- Rebuilt the product organization as the vacation-rental business moved from consumer sales to B2B. Directed the move from proprietary software to a multi-tenant SaaS platform.
- Introduced development and release practices across distributed teams. Integrated a consulting team into the organization during an acquisition, keeping the platform rebuild moving as staffing changed.
- Participated in fundraising and acquisition technical diligence. At scheduled board reviews, reported on technology spending and the progress of the new platform.

STRATEGIC TECHNOLOGY CONSULTING | Consultant through Pariveda Solutions | 2013 – 2014

- Ralph Lauren: Helped consolidate approximately 15 regional e-commerce systems and operating arrangements into one global platform. Worked with Pariveda and client leaders on the technical and operational changes required for consolidation.
- Mary Kay: Contributed to a separate global e-commerce consolidation through Pariveda. Took on more of the engagement's work as the project developed and helped the client team resolve implementation problems.

BACKCOUNTRY.COM | Vice President, Engineering | 2012 – 2013

- Managed 34 engineers in the United States and Costa Rica. Evaluated a delayed mobile initiative and engaged a specialist firm to accelerate the iPhone release.
- The mobile launch contributed to 60% year-over-year growth in mobile share revenue. A separate caching change improved page performance 15%.

GAMESTOP | Director, Online IT | 2010 – 2012

Earlier: Principal Solutions Architect

- Managed a 70-person online technology group. Changed how product requests were prioritized and addressed teams that were falling behind.
- Helped improve the shopping experience across e-commerce, marketing and loyalty systems. Online revenue grew from $120 million to $160 million over 15 months.
- Directed architecture changes for faster delivery and participated in acquisition technical diligence.

BLOCKBUSTER, E-COMMERCE DIVISION | Director, Software Development | 2005 – 2010

Earlier: Architect / Senior Development Manager; Technical Lead / Architect

- Managed a 36-person development and support organization, including offshore teams and partners, with a $1.2 million budget.
- Proposed and led a redesign of DVD-by-mail supply-chain technology. Changes to disc allocation and fulfillment reduced shipping time and generated more than $35 million in savings.
- Improved DVD queue management, distribution-center assignment, turnaround times and fraud controls. Along with change-control changes, this work contributed to a reported $79 million earnings impact and $5 million reduction in losses.

EARLIER CAREER

Kronos | Technical Lead / Architect | 2002 – 2005. Designed a labor analytics engine for enterprise applications capable of handling activity for up to 250,000 workers.

D.R. Horton | Lead IT Project Manager | 2002. Directed four business analysts and six developers on home-sales automation.

Sprint | Senior Software Engineer / Team Lead | 1999 – 2002. Led eight developers building internet applications, monitoring systems and order-processing capabilities.

Northrop Grumman | Software Engineer | 1998 – 1999. Worked on labor-tracking software.

INDEPENDENT RESEARCH

Cure Engine | Independent AI-related research. Developed the idea, submitted patent-related material to the U.S. Patent and Trademark Office, and shared notes with a University of Chicago research team in 2025.

MILITARY LEADERSHIP

U.S. Army and Texas Army National Guard | 1987 – 2001. Served in enlisted and commissioned positions, including Company Executive Officer, Armor Platoon Leader, Combat Medic and Officer Candidate School Instructor. Planned resources for more than 100 personnel and approximately $40 million in tactical equipment. Established a brigade scout school and served as its first commandant. Received the Texas Adjutant General's Award.

EDUCATION

Bachelor of Science in Management Information Systems | The University of Texas at Arlington