

MIKE EBERLEIN

Engineering Manager • Infotainment & Software-Defined Vehicles • mike.t.eberlein@gmail.com

Engineering manager with 15+ years building market-leading automotive infotainment systems, spanning manual and automated test, UI development, embedded service development, program management, and people leadership. Effective at translating ambiguous platform goals into shippable software across Android, Yocto Linux, and QNX, and at growing teams that deliver on aggressive vehicle-program timing.

EXPERIENCE

General Motors

Oct 2014 – Present

Engineering Group Manager

May 2021 – Present

Infotainment Vehicle Data

2023 – Present

- Lead software engineers delivering the mechanisms that surface vehicle data from in-vehicle modules to applications and services across Android, Yocto Linux, and QNX.
- Manage performance, headcount and workload commitment

Development Quality Assurance

2021 – 2023

- Led a cross-functional team of 20+ engineers driving functional test for infotainment platform development; established cross-component knowledge sharing and team planning practices.

Ultifi Platform & Vehicle Data

2021 – 2023

- Led development of core embedded components for GM's software-defined vehicle platform, partnering with architecture, systems, and downstream test to drive end-to-end delivery.

Business Manager

2021 – 2023

- Owned and defended the platform org budget; ran statements of work with multiple suppliers in partnership with procurement; built workload models and managed headcount allocation.

Infotainment Software Program Manager

Jan 2017 – May 2021

- Lead software program manager for MY22/MY23 Center Stack Module (CSM) development – owned software delivery, timing, and scope from program initiation through late vehicle milestones.
- Drove impact analysis, feature commitment, and delivery tracking with partner teams across GM; managed Tier-X suppliers on deliveries, defects, and change negotiations.
- MY20–MY23 program execution commitment lead: scoped and estimated new features in concept phase, then tracked scope and staffing through development.
- Built Python 3 / Excel / Rational Team Concert API tooling for task breakdown, inter-team dependencies, and historical-data-driven staffing models.

Infotainment Software Engineer

Oct 2014 – Jan 2017

- Developed Android (Java) infotainment apps including a hybrid powertrain optimization HMI and the USB / over-the-air software update client for the head unit.
- Built Windows-based developer tooling with CAN simulation to enable powertrain teams to iterate against the infotainment system off-vehicle.

Harman International

Oct 2008 – Oct 2014

Software Engineer

Mar 2011 – Oct 2014

- Designed and built navigation infotainment applications in ActionScript 2/3, Lua, and C++ on QNX-based head units shipped to multiple OEMs.
- Managed the navigation engine supplier – deliveries, feature implementation, and defect resolution – and built Excel-based dashboards over the internal defect database for program-level reporting.

Software Verification Engineer / UI Developer

Oct 2008 – Mar 2011

- Converted Photoshop design files into ActionScript 2 UI components consumed by engineering teams.
- Authored automated test tools using VB.NET and proprietary trace tools; analyzed requirements, ran in-vehicle test drives, and validated infotainment systems with customers.

EDUCATION

B.S. Computer Science, Lawrence Technological University

Apr 2011

- Graduated summa cum laude from the Honors College. Coursework in C, C++, Java, VB.net, mobile development, and scripting.

CERTIFICATIONS

Certified Scrum Professional (2012–2015) • Certified Scrum Master (2010–2019) • SAFe Agilist (2020–2023)