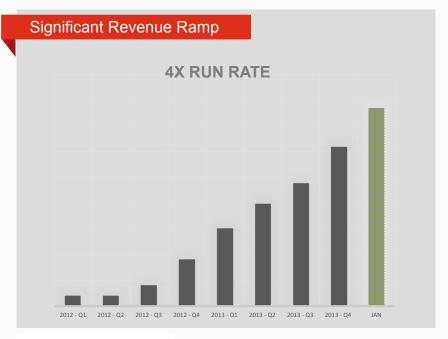


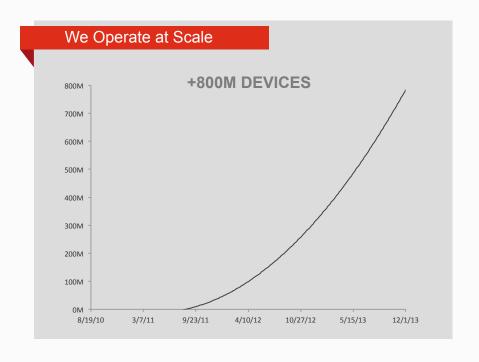
## From Dev to Enterprise Sales

Andrew Levy
co-founder, CEO, Crittercism
andrew@crittercism.com
@andrewmlevy



## The Mobile APM Market Leader







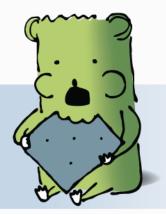
"Crittercism and its technology are widely adopted and provide value to those struggling with the emerging mobile application market"



# The Leading Mobile App Performance Management Solution

Run Mobile Apps Faster, Better & Smarter

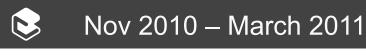
## Crittercism

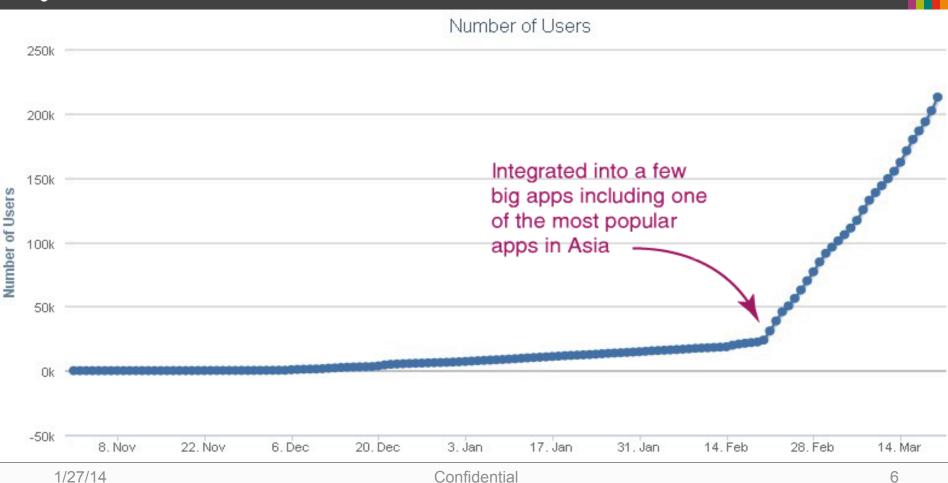


A Support Platform for Mobile Apps



- Build product
- Get lighthouse customers
- Do unscalable things







### Do the Unscalable

Hi Anthony,

My startup is developing a tool for iphone developers and I wanted to see if it'd be useful for iNomadics. The company is called Crittercism and we offer a support/feedback tool that can be embedded into any iphone app in 5 minutes. The idea is get better feedback, get better ratings, sell more apps. You can read more about it here: http://www.crittercism.com

Right now, we're in private beta but if you would like to try out our widget, you can use this beta code:

http://www.crittercism.com/developers/signup?code=friend

Take care,



## First Paying Customers

- Dec 2011: 6 mos after launch, 12 mos after incorporating
- All invoicing / manual credit card orders
- Price testing
- Very feature-driven sales approach









### **Product Market Fit**

- Clear pain point that affects ALL developers
  - Some companies focus on specific verticals ("gaming SDK")
- Find the niche communities
  - ie Mobile is comprised of disparate communities
    - Some are platform specific
      - Android: XDA-Developers, Google Groups, Phandroid
    - iOS: Official Apple Forums, iPhoneDevSDK\*
    - · Some are vertical specific
      - Gaming: Unity, TouchArcade, etc
    - Others are technology specific:
      - HTML5: Appcelerator, PhoneGap, Sencha
      - Even Ruby has one: RubyMotion
- Dogfooding your own product (my wife's app uses Crittercism ->)



- Easy product integration
  - It's hard enough to get developers to trust your 3<sup>rd</sup> party code (which may or may not be open source)
  - Dynamic documentation includes API key, ie docs will show Crittercism.init("1234");







**Developer Forums** 

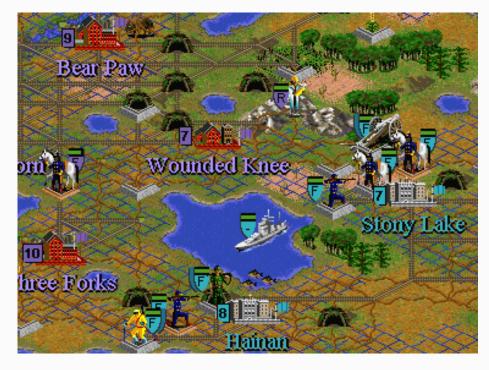


## First Non-Engineers

- Dec 2011: BD/Sales/Marketing generalist
  - ("the non-engineer")
- Feb 2012: Hired VP of Sales
  - Got lucky with a contract-to-hire arrangement
  - Full time May 2012
- April 2012: Hired VP of Marketing









## **Initial Sales Structure**

- Our VP of Sales (our only salesperson) had a commission, but no OTE\*
  - Brought in 2 junior ISRs (July & Oct '12), also no initial OTE
- Started building customer stories, moved away from feature-driven sales

- SFDC put in place
- TOS, contract negotiations





## Developer Self-Service Fall of 2012

- Self service added, later removed (more on this)
- Monthly billing, in arrears
- Premium targeted long tail developers
- Enterprises targeted...





- - 16 people in the company
  - Hired first SE and RSM Dec '12 / Jan '13
    - Tried this pod structure for commission





## 2013 in Summary

- Built out Executive Team, including CRO
- High Velocity Sales Model
- Expanded Territories

Start Targeting IT Operations



## World Class Executive Team

#### Our Team



Andrew Levy Co-founder. CFO



Robert Kwok Co-founder. CTO



Frank Swain CRO



Kalvan Ramanathan CMO



Lars Kamp VP of BD



Paul Lappas VP of Eng



John Kemmerer CFO

#### **Executive Experience**























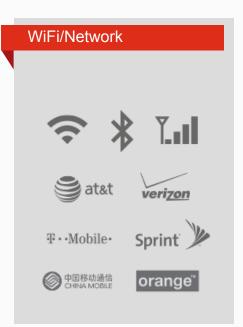
Mobile

Service

## Complex Factors Affect App Performance







400+ Carriers



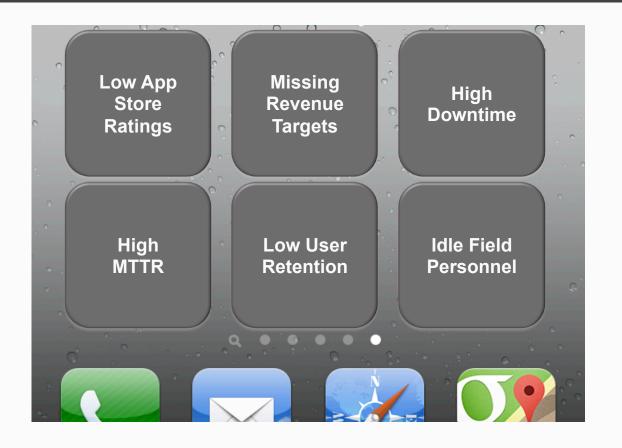
7 mobile OS, 10,000s of devices

1/27/14 Confidential

17



## Severe Costs of Mobile Performance Issues

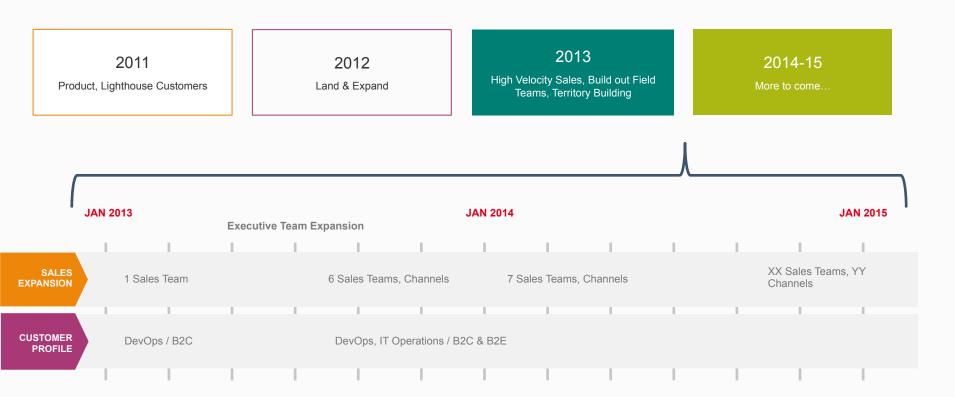




## Real Business ROI

Issue		Before	After	Impact
URB⊿N ⊗UTFITTERS	App performance issues affecting user experience	6% downtime	<1% downtime	<b>6x</b> revenue improvement <b>7x</b> performance improvement
HEARST	Monetize through mobile channel while creating best user experience	3% downtime across all platforms	< 0.5% downtime across all platforms	83% improvement in uptime 2 stars -> 4+ stars
ebiY	App performance management	0 crashes from test- based automation; 4 eng- hour MTTR	110+ crashes detected in 1 day; MTTR in minutes	True visibility into performance of apps
Major Retailer	Lost Transactions	30 minutes every day of lost transactions	Problem resolved	2% to minimal downtime

## Sales G2M





## 2013 Sales Structure

- CRO
- VP East + VP West
- Sales Operations
  - Director of Sales Ops & Enablement
  - CRM Specialist, Sales Development, and Operations
- RSM-ISR + 0.75 SE
  - Team Commission
- BDRs / ADRs / SDRs pick your acronym





## Pricing Page: Still Iterating

## Get 30 days of Crittercism Enterprise for free

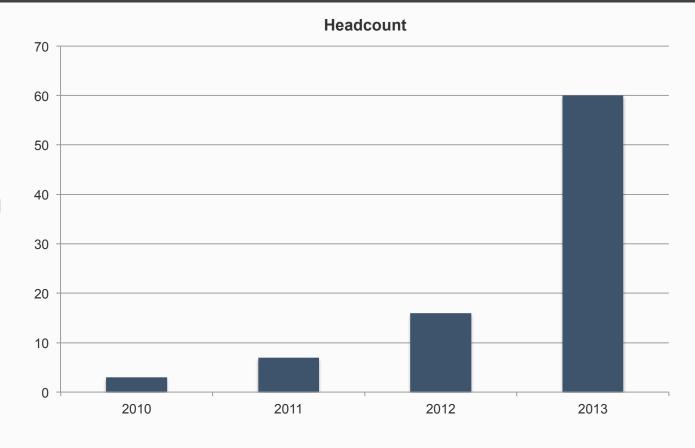
One line of code. Five minutes to install. No credit card required.

	Basic mapm	Professional mapm	Enterprise mAPM
Questions? • Contact us.	Free START FREE TRIAL Get Started Here	Starts at \$100/mo START FREE TRIAL Great for Consumer Apps	Contact Us  START FREE TRIAL  Great for Enterprise Apps
Priced by	Free up to <b>30K</b> Monthly Active Users	Monthly Active Users <b>per App</b>	per Device
Crash Details	•	•	•
Live Error Graphs	•	•	<b>Ø</b>
Basic Service Performance Summary	•	<b>Ø</b>	<b>⊘</b>
Exception & Crash Trends		•	•
User & Service Breadcrumbs		•	

Professional mAPM

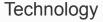
## Invest in Growth

- Rep Ramp
- Awareness
- Engineering





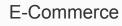
## Select Crittercism Customers





Internet





Gaming

















































## Thank you.