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Spoken Languages: English, French

Programming Languages: Java, JavaScript (HTML5/CSS3), C/C++14, C#, Groovy/Gradle, PHP, Bash

Technologies: Unix/Android, iOS, Google BigQuery, node.js, regex, OpenGL, SDL2

Desktop Software: IntelliJ, Eclipse, Visual Studio, Unity 3D, Unreal Engine 4, Gimp, 3D Studio Max

Server Software: Monit, Zabbix, MySQL/MariaDB, MongoDB, Redis, RabbitMQ, Splunk, Jira

Continuous Integration: TeamCity, Jenkins, Chef/Salt

Operating Systems: Gentoo/CentOS/Ubuntu Linux, macOS (High Sierra), Windows 10

Level 11   *March 2017 – Present*   ***Senior Engineer***   *Seattle, WA*

- Worked with a team to create an interactive and comprehensive Wayfinding experience in Unity 3D.

- Wrote a Linux plugin for Unity 3D to add touchscreen support for hardware that wasn't natively supported.

- Built tools to automate/simplify the workflows across projects, including setting up Jenkins build jobs.

- Researched and evaluated many location-awareness technologies and integrated the most promising options for our use cases.

Disney Interactive   *March 2015 – July 2015*   ***Senior Engineer***   *Bellevue, WA*

- Helped develop a turn based game in Unity 3D. Worked on the Java backend, and the C# backend/frontend.

- Integrated Urban Airship to allow for simple and sophisticated push notifications to iOS and Android devices.

zulily, inc.   *February 2012 – March 2015*   ***Senior Software Engineer***   *Seattle, WA*

- Created a REST data service layer capable of processing Mongo-like queries against distributed databases of varying types, including MariaDB, MongoDB, and Google BigQuery. Recently extended its functionality to support expiration rules like TTL and dependency tracking.

- Led the development of the monitoring API's that that power the reports and graphs on the Vendor Portal. This effort involved writing a standardized format for all data, and then implementing that format in several programming languages to allow other teams to export their data in the most efficient way possible. This project entailed solving massive bottlenecking issues while showing our vendors their sales data in real-time (and calculating projections based on sales heuristics).

- Implemented continuous integration using a combination of git, TeamCity, an in-house Maven repository, and a custom deployment service. With this in place, the team is able to easily follow the "Separation of Concerns" principal, and since its completion there is statistical proof of more work getting done with fewer server errors.

- Used Chef and Salt for bootstrapping Linux VPS's early on, but have since moved to a Linux From Scratch approach for bootstrapping which allow us to have nearly instantaneous deployments of new servers and services.

Disney Interactive   *July 2011 – February 2012*   ***Lead Developer***   *Redmond, WA*

- Worked on a small but passionate team of developers; we designed systems from the ground up in order to accommodate for the larger problems we were responsible for solving.

- I was paired up with two other developers (one on my team, and another remotely) and we developed a replacement translation system. It featured interfaces for communicating with internal and external databases, source control repositories, code linters, and a CLI (among other features).

- Began creating a Drupal based multi-website in order to streamline all of Disney's web development needs.

Accretive Technology Group   *June 2010 – July 2011*   ***Senior Engineer***   *Seattle, WA*

- Modernized a legacy codebase from PHP4 to PHP5, writing abstract classes as we went for portability.

- Gathered statistics on hundreds of thousands of users and put together spreadsheets, charts, and graphs making the company's future goals clearer.

- Expanded proprietary tracking systems to communicate with the MySQL database so that tracking was more complete through every area of the site (e.g. from payment processor callback functions).

Bitstudio Games   *October 2006 – June 2010*   ***Co-Founder and Lead Programmer***   *Lynden, WA*

- Developed a virtual world, featuring 5 different environments, with at least 30 games each. As well as creating countless in-world activities, including a customizable avatar, in-game purchases, and designed, developed, and maintained the servers to handle thousands of concurrent players per second.

- Led the development of Bitstudio's top selling games: My Animal Family, Lovablez, Fishbones, and Ancient Mysteries: The Search for Dr. Bernard T. Brushfeather.

AllAboutWebServices.com, Inc.   *June 2005 – October 2006*   ***Lead Programmer***   *Lynden, WA*

- Saved primary server from a hacker attack that formatted server's hard drive, but my proficiency in Linux allowed me to recover most files, and bring the server back online within 24 hours.

- Designed a new firewall that completely prevented hacker attacks on the server. Created telephone hopping software that worked with any of the modems in the server.

- Developed over 30 complete sites, most featuring some of the latest HTML, CSS, and JavaScript features at the time.