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SUMMARY

I am passionate to bring together engineering talent that is excited to deliver excellence by creating environments where skilled professionals are allowed to thrive and grow. I love to or would like to be working on interesting technologies that are new, push scale/technology bounds, while touching on interactions such as gaming, music, mobile, virtual/augmented reality, and/or delighting huge numbers of users across the globe!

QUALIFICATIONS

Software engineering manager, architect, and aspiring executive with a technical background in server, web, and mobile application development with over 15 years of industry experience. Collaborating with different internal and external teams needs to provide exceptional customer experience – partners and for end users. Working to embrace cutting edge software, server, web, and mobile technologies keeping an eye on usability, security, and scalability. Bring rich, interactivity to millions of mobile and web users pushing the limits of those technologies. Develop dependable software solutions with a proven track record of successful, well executed and deployed applications as an individual engineer and as a lead or manager overseeing projects and teams, local and distributed. Have worked in organizations small, mid, and large corporate and am comfortable in all. Enjoy entrepreneurial endeavors.

EXPERIENCE

Sr. Manager, Lead Services Engineer & Platform Architect — April 2017 – present
The Pokémon Company International – Bellevue, Washington — www.pokemon.com

- Architect a cloud based, global highly available, highly scalable micro-services platform which spans multiple regions from the ground up. The platform is designed to handle 150M+ users with high levels of concurrency
- Collaborate with DevOps, InfoSec, Test, and engineering to design and implement various development tooling: CI/CD, scalable load testing framework, SDKs, and more
- Manage a small team of engineering talent while also being hands-on with Java/Spring, AWS technologies (i.e. DynamoBD, EC2, ECS, Elasticache, SNS, SQS, RDS, etc.), RabbitMQ, Docker, websockets, binary protocols, and more
- Prototype several technical approaches to facilitate multiplayer and server authoritative mobile gaming initiatives such as flatbuffers, schema generation, message queueing, security model, and more

Sr. Manager, Software Engineering — October 2016 – April 2017
Amazon, LLC. – Seattle, Washington — www.amazon.com

- Responsible for the full-stack platform which was used to assign, monitor, dispatch, and reconcile all Amazon Flex (i.e. One Hour, Two Hour, Prime, Fresh, etc.) deliveries
- Drove a project across several teams to automate delivery dispatch of transporters for the Amazon Flex delivery businesses
- Created several vision and roadmaps outlining strategic initiatives to progressively improve metrics such as speed of delivery and/or cost reduction. One of these initiatives were to improve data sharing across the Last Mile organization to reduce cost and decision-making delay and the second was to automate identification and management of delivery anomalies to increase speed of delivery and customer satisfaction

Director, Software Engineering — September 2015 – October 2016
Best Buy – Seattle, Washington — www.bestbuy.com

- Helped establish a software engineering office for Best Buy in the Seattle area. Collaborated with enterprise security, network, and others to create a functioning engineering team within the bounds of company requirements

- Have worked with cross-functional teams to help deliver several iterations of the Best Buy retail application and Geek Squad. Partners include business product owners, design, upstream services, downstream customers, and lateral partners both internal and external vendors to expand and improve mobile and services functionality
- Hire and direct about 80 engineering professionals into 9 teams of iOS, Android, Services, and QA/Automation engineers including individual contributors, lead, and managers. Approximate team size includes 3 engineering managers, 3 automation engineers, 6 QA testers, 30 mobile engineers onshore, 18 mobile engineers offshore, 7 services engineers onshore, 6 services engineers offshore, as well as a contingent of business analysts and project managers
- Work with product partners to establish capital expense budgeting for enterprise and team roadmap. Vendor management, offshore and remote teams, and contract negotiation surrounding milestones and intake control. Cumulative budget for organization ~$12M for the year
- Helped introduce and institute several engineering best practices, processes and frameworks including Agile, requirements intake, collaboration between remote teams, automation, crash reporting, and more. Improved the visibility and predictability of engineering team delivery as well as quality of the products
- Secured several key vendor relationships to improve the capacity for the engineering organization to test/validate and review application performance in market with better third-party monitoring reducing crash rates of apps from ~10% to less than 0.5% (average over 3 days)
- Oversaw iOS applications migration from Objective-C to Swift including significant refactoring, Android was refactored from a tightly coupled and redundancy laden maintenance costly implementation to well-designed architecturally extensible codebase, and the planning of micro-services architecture for the mobile services aggregation layer

Manager, Software Engineering
October 2013 – September 2015

The Walt Disney Company – Seattle, Washington
www.disney.com

- Build/manage on-shore/off-shore distributed teams (7-9 studio/teams, 70-90 developers) of mobile (iOS, Android) and services (Tomcat, OpenFire) developers. Proactively work towards the automation of mobile and service applications. Engage and develop engineers to create an exciting, cohesive yet performant environment
- Delivered several high visibility features and mobile applications: a) several iterations of the Disney Cruise Line mobile application for iOS and Android including an Onboard Chat system utilizing XMPP, a complex caching system capable of withstanding network challenges on voyages, and custom emoticons which leverage the Disney brand b) capability to enable the sale of park entrance tickets for Walt Disney World c) the Shop Disney Parks mobile application for iOS and Android. Worked with service and fulfillment/logistics partners to build out and implement a performant and delightful guest experience where users can scan, browse, or search products; purchase; and receive via several shipping methods per geo-location d) the PhotoPass feature within the My Disney Experience mobile application for both iOS and Android to enable guests to instantly view, purchase, and share ride and professionally taken photos within Walt Disney World
- In each case collaborated with several service teams in multiple locations to ensure the performance and mobile friendly design of services. Ensured a level of automation and accessibility coverage on all projects. These capabilities are being replicated to other parks
- Help define, estimate, and plan various engineering projects considering budget, scope, integration, and time frame. Vendor management. Cumulative project budgets totaling ~$15M over the course of one year. Worked with competing product groups each with differing agendas and goals which impacted deliverables by mitigating, compromising, and escalating issues. Specialization in mobile eCommerce

Software Engineering Manager
June 2011 – October 2013

Zumobi Networks – Seattle, Washington
www.zumobi.com

- Leadership – Manage and lead a team of mobile developers helping them deliver quality public facing applications while assuring maintainable, scalable, and reusable code libraries to draw from
- Management – Interface with project management, direct reports, and business to help achieve success in the timely release of about 60 new and updated applications, numerous advertising campaigns, an SDK, and various internal projects and initiatives
- Architect and Implement – Worked to create and deliver the ZBi Android SDK 1.x/2.x used to deliver the Zumobi Brand experience to out-of-network applications. Adopted by two large publishing organizations
- Architect and Implement – Working with web programmers to develop a sophisticated cross platform web to client interface to make rapid cross platform development and release a reality. Prototype was created using Google TV
- Implement – Extend and integrate the Mocean SDK ad libraries into the Zumobi libraries adhering to specific ad design and business requirements. MRAID and ORMMA specification implementation and compliance

Senior Software Engineer
December 2010 – June 2011

- Mobile Application Development – Brainstorm, discuss, and work with the other developers to develop a sophisticated, well thought out, and well-designed mobile applications. Short iterative deployment cycles
- Applications – Developed and deployed to the market: Sporting News NBA (Android), Meet the Press (Android), MSN Autos (Android), and Parenting Ages & Stages (Android). Refactor and maintain many other such as Ski &Snow Report (Android), Sporting News NCAAB (Android), MSNBC (Android), and Good Housekeeping (Android)
- Maintain and Steer – Plan, update, maintain, fix, and direct the direction of the Android core libraries and published SDK

Co-Founder, Lead Programmer   November 2009 – January 2011
MokaSocial, LLC – Seattle, Washington   www.mokasocial.com

- Mobile Application Development – Architect and develop mobile applications using the Android platform watching for things like thread safety, caching, and intuitive user interface design. Short iterative deployment cycles. Brainstorm, discuss, and work with the other co-founders to develop a sophisticated, well thought out, and well-designed mobile applications
- Innovation – Created a compiled library which will allowed us to rapidly build and deploy apps within a matter of hours given design. A precursor to Android's library project
- Three-fold Testing – Using a combination of Robotium (Selenium for the Android SDK), Monkey (random button mashing and phone interaction), and JUnit unit tests ensure an extremely low crash and freeze rate on deployed applications
- Business Development – Actively participate in calls with various potential clients, interact with clients, negotiate with potential investors, and found a company from the ground up. Lead development and establish practices
- Applications – Developed and deployed to the market: Flicka (Android), iHeartCelebs (Android), Gadgetopia (Android), DSGN (Android), Gimmie! Travel Deals (Android), Gimmie! Shopping Deals (Android), iHeartFood (Android), iHeartApple (Android), iHeartFood(Android), and RentNotices (Android/iOS)

Lead Web Developer – Dev Team   July 2009 – October 2010
Domaintools, LLC/Thought Convergence, Inc. – Seattle, Washington   www.domaintools.com

- Complex Refactor – Work on converting a large code base (30,000+ lines of code) to use a new membership package system inside a modular, object-oriented in-house developed framework system which has MVC characteristics. Transform immature areas in code to architectural implementations which observe best practices in security, stability, and scalability
- High Volume, High Scalability – Maintain and improve current site code, systems, and structure while providing extremely fast responses for massive 1,000,000+ (Alexa.com rank 194, March 2010) hits per day of traffic utilizing things like co-location, memory resident databases, and highly efficient code
- Lead Developer – Lead a team of web developers to produce quality software at predictable intervals. Own the DomainTools code base enforcing a high level of code quality and standards through code review and helping steer major architectural decisions. Create a professional working environment built upon mutual respect and foster curiosity to encourage developers to grow
- Agile Development – Embrace Agile development working with Project Manager and team to plan/estimate deliverables, react to business and incidental challenges, and maintain Sprint velocity
- Team Work – Helped in the planning, designing, and implementing of payment systems and API overhaul including credit card gateway and re-billing systems
- Documentation – Helped plan and initiate documentation effort including of systems, projects, procedures, and products

Web Developer – Web Team   June 2006 – June 2009
ArenaNet – Bellevue, Washington   www.guildwars.com
                                                                                 www.arena.net

- Database Architecture – Independently designed and implemented efficient, relational MySQL databases for use with several web applications. Wrote several chronologically triggered Perl scripts to report data and create data files to reduce query volume as a form of caching

- Automation – Designed and implemented applications to automate processes such as a thumbnail generation tool and dynamic images used to build a card-based game used at conventions; drawing from XML data sheets also involved merging images, alpha blending, and custom created character mapping

- Web Applications – Sole developer in creating a fast, feature rich web applications on the Guildwars.com website. Features include database abstraction layer using MySQL's stored procedures, AJAX driven display for usability, automatically generated statistics, dynamic images and graphs, and TCP/socket communication

- Localization – Parsing XML documents, developed applications to dynamically change content depending on the user's language settings. Coordinated with the localization team to develop an efficient and flexible authoring, localization, and deployment system for content available in five to nine languages

- Backend Administration – Sole developer in creating multiple administrative applications for use internally at ArenaNet with which employees use to add, edit, delete and search through data used by public web applications. Wrote several scripts to migrate, merge, scrub, and/or tabulate data such as newsletter subscription lists

- Guild Wars Ladder API – Designed and implemented RESTful API capable of delivering XML, JSON, and serialized PHP to requesting entity through URL GET requests. Utilized memcached to cache data sets. Now defunct

- Development Environment – Led effort to transition web development towards version control and multiple local and hosted environments

- High Traffic & Reliability – Worked with various groups to ensure high availability and redundancy for various web projects

Programmer – Server Development
eAcceleration Corp – Poulsbo, Washington

January 2004 – June 2006
www.eacceleration.com

- Database Analysis – Maintained database integrity with analysis and direct database manipulation. Data recovery and verification post replication failures

- Customer Service Interface – Sole developer both maintaining existing code and architect new code for a primary internal web-based customer account application. New development includes an internal multi-currency, business rule enforcing web-based order form interfacing with payment processors (i.e. Payflow Pro)

- Database Re-factoring – Core team member in a database re-design project. Major contributions included assessing, documenting and diagramming existing applications using loose UML guidelines

- Backend eCommerce – Gained understanding back-end billing applications for on-call disaster recovery plan and actively participated in implementing the plan. Key areas of understanding included script locations, optional command arguments, and log files all used to start and stop the process of a monthly subscription-based system

- SOAP Re-factoring – Worked on re-factoring Simple Object Access Protocol code to include new objects to integrate efficient logging methodology into SOAP calls. Fix various open bugs and problems with error handling

- Documentation – Documented existing applications and new applications using loose UML flow diagrams and hierarchy charts. Also documented and participated in on-call monitoring of various critical systems

EDUCATION

Pacific Lutheran University (CS)	1997-2000
Olympic College (CS)	2007-2008

OTHER

Member of Association of Computing Machinery (ACM)	2006 - Present
Active member of GTUG, Android Developers, and StartPad meetups	2010 - Present
References available upon request.	
Code samples available upon request.	