Justin Felker

CONTACT

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SKILLS

Languages
Java, Python, Javascript, TypeScript, Go, Scala, SQL, CSS, HTML, LESS, Sass, Elixr, UnrealScript

Data / Processing
PostgreSQL (and EnterpriseDB), MySQL, Redis, DynamoDB, Microsoft SQL Server, Hibernate, JPA, Ehcache, Memcache, Kafka, Spark, Hadoop, Hive, HBase

Networking / Web
TCP/IP, UDP, Google Protocol Buffers (2/3), Node.js, Netty, OpenVPN, REST, SOAP, Microservices, Angular, Webpack, jQuery, Bootstrap, PlayStation API

System Administration / Operations
Linux, Apache, nginx, Tomcat, Jetty, RabbitMQ, Docker, Kubernetes, AWS (EC2, RDS, ELB, Lambda, DynamoDB, API Gateway, CloudFront, VPC, S3), Fabric, Chef

Tools / Other
Maven, Ant, Jenkins, Git, Subversion, Perforce, Liquibase, Vagrant, Datagrip, MySQL Workbench

Project Management / Communication
Scrum, JIRA, Scrumwise, Bugzilla, Slack

WORK EXPERIENCE

Self-Employed   March 2018 — Present

Freelance Contractor

I worked with a number of clients, including the University of Arizona, ToHeroes Games, and others. I was solely responsible for the design, implementation, and deployment of a variety of solutions, on time and under budget. I was also responsible for managing new and current client relationships, as well as regularly communicating with clients to maintain expectations, schedules, and requirements.

- Designed and implemented a scalable platform for analyzing data that included a suite of microservices, a data processing pipeline, and a dashboard for visualizing information and trends
- Worked with a client-side game development team to implement platform services that enabled support for features such as authentication, logging, persistent storage, and more
- Implemented new server-side features for a Space-based multiplayer strategy game
- Added dozens of automation and admin features that permitted product owners to deploy and efficiently manage the game environment

Projects: Academic research, Data analytics platform, Mine safety game, TTS (Text-to-speech) service

Desert Owl Games   April 2011 — March 2018

CTO

As CTO, I was responsible for the overall technical direction of the company. My responsibilities included key technical decision making, establishing technical policies and direction, providing guidance for the programming and operations staff, hiring, and more. Additionally, as a programming lead, I was responsible for all backend development, including multiplayer game servers, web development, platform services, dev ops, and more.

- Co-founded a game company that employed over 15 people
- Developed multiple projects in partnership with companies such as Sony (SIE), Starbreeze Studios, and NBC Universal
- Created a game server for the multiplayer turn-based strategy game Space Wars
- Responsible for designing and implementing all backend services and tools (e.g. dashboard, payment services, reporting, account management, administrator, etc.)
- Worked with clients and project managers to establish schedules and milestones
- Integrated with Sony's PlayStation API for handling authorization, purchasing, redemption, and entitlement requests
- Created a comprehensive web service API for a PlayStation port of Pox Nora's game client

Projects: Space Wars, Pox Nora, The Huntsman: Winter's Curse, Plox Neon, Void Rim.

Kihon Games   May 2013 — May 2014

Sr Server Programmer

As a senior server programmer for Kihon Games, I was the principal engineer responsible for designing and implementing a hybrid synchronous/asynchronous multiplayer server with an eye towards scalability and performance for the game Conquest of Champions. I was also responsible for leading the server team's overall efforts based on direction and priorities established by myself and the executive team.

- Led the design and development of a suite of services that powered the popular strategy game Conquest of Champions
- Assisted with AWS administration and deployment automation
- Managed a team of developers and oversaw the adoption of a number of key changes to improve code quality and productivity (i.e. best practices)
- Led the migration of all existing legacy backend functionality from a defunct service provider to AWS

Projects: Conquest of Champions.

Sony Online Entertainment   January 2009 — August 2011

Sr Programmer

As a senior programmer and team leader, I was responsible for all server-side development as well as the ongoing maintenance and development of current and next-generation game server technologies used in all SOE Tucson projects.

- Implemented new features for Pox Nora's multiplayer game server while assisting with the development and deployment of 10 expansions
- Managed a team of 5 developers to create the backend services used by all SOE Tucson games
- Designed and led the development of two popular Facebook games (Wildlife Refuge and The Agency: Covert Ops)
- Integrated with several Sony services for platform and build/deployment functionality

Projects: Pox Nora, Wildlife Refuge, The Agency: Covert Ops.

Octopi Media Design Lab   October 2004 — January 2009

Sr Programmer

I was one of three primary team members responsible for the development of several mobile and online games. Additionally, my responsibilities included assisting with the company's technical direction, mentoring and supervision of junior programmers, web development, database design, and ongoing operational support (e.g. systems administration, provisioning, etc.).

- Co-created the popular free-to-play multiplayer strategy game Pox Nora
- Created a website that provided core game functionality for card management, trading, forging, distribution (i.e. packs), and more.
- Created a system for processing payments from a variety of sources including PayPal, Stripe, Braintree, Authorize.Net, Amazon, and Google
- Helped manage a team of 15+ developers by supervising their work and establishing best practices (e.g. code standards, code reviews, build processes, etc.)

Projects: Pocket Party, Fantastic Four, Snakes Reborn, Texas Hold'em Poker, Coach Carter Basketball, Pox Nora.

REFERENCES

References available upon request.