

AUSTIN MAYES

Freelance Software Developer in
the Greater Nashville Area

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SKILLS

Java, Ruby on Rails, Ruby, Cascading Style Sheets (CSS), Github, HTML, IntelliJ IDEA, MongoDB, Git, SQL, MySQL, CSS, Linux, JavaScript, RubyMine, PostgreSQL, HTML5, NoSQL, GraphQL, Amazon Web Services (AWS), Google Kubernetes Engine (GKE), DigitalOcean, Google Cloud Platform (GCP), Kubernetes, Docker Products, Serverless Computing, Secure Shell (SSH), Representational State Transfer (REST), Functional Programming, XML, Web Applications, Programming, SaltStack, C#

EDUCATION

Trevecca Nazarene University
Bachelor of Science - IT

Aug 2016 to Apr 2020

EXPERIENCE

Walrus Network LLC
Co-Founder, Chief Technology Officer

Sep 2019 to Dec 2019

Stratus Network, LLC
Senior Software Development Engineer

Aug 2018 to Aug 2019

Lead a group of part-time developers with varying skill levels across multiple time zones. Helped maintain a legacy codebase with little to no documentation. Lead strategic planning and initial development efforts for a complete infrastructure rewrite.

Partycubed Limited
Senior Software Developer

Apr 2018 to Jun 2018

Partycubed Limited
Development Team Lead

Dec 2017 to Apr 2018

Avicus Network LLC
Software Developer

Dec 2015 to Dec 2017

Developed scalable interconnected frontend and backend services to orchestrate game servers across multiple boxes. Wrote a maintained a fully custom GraphQL API written on top of Ruby on Rails which was used both internally and externally. Developed automation tools and strategies to rapidly speed up development time (custom deploy time in half) and managed a team of rotating part-time developers.

Interesting Stats:

579K unique users

8M unique logins

105M unique player-to-player encounters

PROJECTS

ServiceOrganizer

Jan 2015 to Present

<https://github.com/AustinLMayes/ServiceOrganizer>

A little command line tool to help organize video files for the people over at <http://www.gpcministries.net>

avicus.net

Aug 2016 to Jan 2018

<https://github.com/Avicus/Website>

A Ruby-On-Rails application which holds frontend user-facing services, a GraphQL API, and background workers all used to gather user-created data and distribute it to other portions of a larger infrastructure.

Compendium

Mar 2016 to Jan 2018

<https://github.com/Avicus/Compendium>

A collection of commonly used Java libraries related to the game Minecraft.

SportPaper

Aug 2018 to Jan 2020

<https://github.com/Walrus-Network/SportPaper>

A combat-optimized fork of the Minecraft Server runtime, Spigot. Built on top of existing forks using git patches applied using automated bash scripting.

MC-Bridge

Mar 2019 to Sep 2019

<https://github.com/Walrus-Network/MC-Bridge>

A simple Ruby wrapper interface used inside of Docker containers to communicate with outside infrastructure in a uniform and efficient manner.

Common

Jul 2019 to Dec 2019

<https://github.com/Walrus-Network/Common>

Common utilities used across multiple Java projects inside of the organization.

BBGradeCalc

Oct 2019 to Dec 2019

<https://github.com/AustinLMayes/BBGradeCalc>

A C++ utility for parsing Blackboard grade pages and determining what grades are needed on reamaining assignments to get a desired grade in a course

FLARESuite

Nov 2018 to May 2019

<https://github.com/ITI-3333-01/FLARESuite>

A collection of services used for packet research and analysis.