KELLY JOHNSON

BRIEF

*9+ years professionally developing products from component-level hardware to cloud-based distributed computing. Wearer of many hats, and explorer of the **entire** stack.*

DRIVE

I'm into strong opinions, weakly held. I like principles. I will build world-changing things, and have fun while doing it. I want a flying car already.

TECH

JavaScript(nodejs & web), Java, C#, C++, Python, Bash, C
MongoDB, Redis, Memcached, SQL
express, Jersey, Unity3D
git, make, maven, HAProxy, Puppet
EC2, GAE
Jenkins, JIRA

WORK

myConfidant
2016, Feb - Now

Co-Founder & sole engineer, hosting node/express server on EC2, writing clients in web and Unity3D. Using fun stuff like twilio, sockets, high level security.

http://www.myconfidant.com

DeNA
2016, Feb -Aug

Client+server engineer on Robotic Warriors (with previous build responsibilities). Instituted scalable api paradigms & polymorphic architecture for robots. Worked front and back -ends on Unity3D features and C# architecture. Worked on company npm packages and local nodejs APIs.

DeNA
2015ish

Retained previous ownership of build/release engineering. Did reverse engineering of old platform (original engineers gone) for seamless move of high profile ($$$) games off old data center. Used AWS/HAProxy/Nginx for traffic routing. Ported to GAE/Jersey/Java. Got pretty deep into OAuth. Created on-demand user migration process. Instituted using maven builds as well as unit and integration testing.

Copinion
Late 2015

Joined development of react-native based "A or B" selection app startup. Used react native, firebase, jsx, babel, flow.

DeNA 2013/14ish	Senior Build Engineer(Ops Team). Took over failing business-critical Jenkins system, brought it up to 99.999+. Rolled out & migrated to new Jenkins. Managed Perforce servers, Puppet configurations. Worked with AWS EC2/elasticbeanstalk. Instituted shared build system for Unity games using Make/Bash/Python/C# (when appropriate). Developed standards and best practices for 'Jenkins Guild', empowering game engineers to manage their own build systems while contributing to shared tech. Maintain common systems/code and coordinate knowledge sharing between teams.
DeNA, 2013ish	Lead Server Engineer. Took over Lead for Transformers: Age of Extinction mobile game. 1M DAU and 0 downtime. Improved CMS build time and UX. Reduced iteration & test time by 2/3. Developed client (Unity3D/C#) with prevalent server features, and without.
DeNA, 2013ish	Lead Engineer, Bacronym: a real-time multi-player word game. Some jquery/css work on front end. Wrote node.js server with redis, memcached, mongodb, socket.io. Built all necessary peripheral build/test/devops tools. Took features from design to implementation. Managed sprint scope and scrum meetings. Produced design documentation and state system diagrams.
ngmoco:) *DeNA* April 2010 -2013ish	Junior Engineer on ngCore: our in-house cross-platform Javascript game engine. Lots of R&D. Personally started Android platform from scratch. Worked with Java and Objective C for native APIs. Used C++ for cross-platform architecture. Did code generation for JS-native bindings using V8 javascript engine. Helped file patents for multi-proc core architecture that I designed. Managed git branching and merging strategy for global development team with multiple releases being actively developed on. Used node.js for build system and development server. Interviewed new members and helped build rockstar team.
Tactel/Sony Ericsson 2008-2010	Junior Software Engineer. Worked on Xperia Windows Phone's core app 'Panel Manager' to swap the background of the phone to different 'panels' on a hardware key press. Designed and implemented flipping animation to switch between panels (C++, DirectX). Worked on Android phone touch pad driver and hardware tests. Built Android alarm clock. Experimented with python/bash combined shell.
uPlay 2007-2008	The only engineer other than the founders. Did analog design, microchip programming, parts ordering. Worked with embedded Linux. Instituted automated hardware QA, visited fabrication facility. Created in house tool for mapping golf courses (C#) used by 10-20 employees.