

Manuel Almodovar

Software Engineer

Driven Software Engineer with over 5+ years of expertise in web design and full-stack development, specializing in the gaming industry. Equipped for delivering innovative solutions that align with business goals and enhance user experience. Adept at building robust databases, crafting intuitive user interfaces, debugging complex issues, and integrating user-focused features based on feedback. A results-oriented professional with a passion for solving problems and driving technological advancements.



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WORK EXPERIENCE

Owner and Project Lead

Rush Hour Roleplay

12/2022 - Present

A dynamic multiplayer platform offering an immersive roleplay experience with a thriving community.

Achievements/Tasks

- Established and grew a community of dedicated gaming professionals from scratch, expanding its membership from nothing to over 15,000 current active members by cultivating relationships with social media influencers and streamers to promote and expand the community's reach.
- Managed and led a team of 30+ developers and support staff, ensuring efficient operations and a high-quality player experience leveraging Jira for the ticketing solution, while following Agile methodologies.
- Assigned and resolved over 58,000 total support support tickets, developmental bug fixes, and technological updates up to the current life cycle of Rush Hour Roleplay ensuring consistently high satisfaction levels from the community .
- Addressed various community challenges by facilitating corporate-level town hall meetings, ensuring open communication, promoting transparency, and gathering actionable feedback while organizing and executing social media campaigns to increase engagement.
- Effectively managed a minimal budget to develop and deliver a unique, high-quality product that generated a generous net income, while attracting thousands of gaming professionals.

Lead Software Engineer

Soul Runner / Soul Runner Roleplay

05/2023 - 01/2024

Soul Runner is a brand founded by NFL Wide Receiver Tyreek Hill, embracing the philosophy of striving for better.

Achievements/Tasks

- Partnered with Tyreek Hill and his team to design the Soul Runner Gaming Community.
- Led the team that was in direct control of growth strategies in reference to boosting the Soul Runner Gaming Community's visibility and engagement by over 100% in it's first quarter of development.
- Developed and implemented custom scripts and user interfaces leveraging Lua, Node-MySQL2, HTML5, CSS3, and JavaScript.

Lead Software Engineer

Fourth Frame Studios

05/2022 - 10/2022

Rogue Energy is an energy drink company founded by NASCAR driver Kyle "Rowdy" Busch and entrepreneur Jeff Church.

Achievements/Tasks

- Collaborated with corporate stakeholders to design strategies for scaling platform infrastructure and expanding audience reach.
- Developed and managed promotional campaigns that drove community growth and user engagement by 120%.
- Analyzed traffic data to identify growth opportunities, improving platform performance and user acquisition strategies.
- Designed and implemented custom scripts and user interfaces leveraging Lua, Node-MySQL2, HTML5, CSS3, and JavaScript.



TECHNICAL SKILLS

HTML5

CSS3

JavaScript

Lua

SQL

GIT

GitHub

Chrome DevTools

BEM

WordPress

Figma

Prettier

Jira

Agile



SOFT SKILLS

Project Management

Team Leadership

Interpersonal Skills

Innovation

Analytical Thinking and Problem Solving



COURSES & TRAINING

CIW Internet Business Associate
(12/2019 - Present)

Lisa Hamish

Software Engineering Bootcamp
(03/2024 - Present)

tripleten.com



INTERESTS

Game Development & Design

Open-Source Contributions

UI/UX Design Trends

Entrepreneurship & Startups



WORK EXPERIENCE

Lead Software Engineer

FaZe Holdings Inc. / GameSquare Holdings Inc.

06/2021 - 01/2023

The parent company of FaZe Clan, a leading gaming lifestyle and media platform.

Achievements/Tasks

- Directed a development team to iterate on a live service mod and game server with over 88k daily visitors using Jira and Agile methodologies.
- Regularly interfaced with prominent content creators and influencers to align server features with community interests.
- Facilitated strategic planning meetings with project leadership to align development milestones with company goals.
- Designed and implemented custom scripts using Lua while managing databases efficiently with Node-MySQL2.

Owner and Project Lead

Official Five Life

01/2019 - 10/2022

A dynamic multiplayer platform offering an immersive roleplay experience with a thriving community.

Achievements/Tasks

- Built and sustained an active gaming community of over 5,000 members, fostering collaboration and inclusivity.
- Designed and implemented custom scripts using Lua while managing databases efficiently with Node-MySQL2.
- Recruited, trained, and led a team of 10 developers while building and managing a 24/7 support platform staffed by 25 members to ensure seamless operations and user satisfaction.
- Successfully managed and resolved approximately 54,000 support tickets, addressed developmental bug fixes, and implemented technological updates throughout Five Life's lifecycle, maintaining consistently high user satisfaction.
- Created engaging marketing content, including trailers and promotional videos, to enhance community visibility and drive growth throughout all social media platforms, which garnered over 8,000 supporters.