

Joseph Pintozzi

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Experience

Riot Games

Engineering Manager

Santa Monica, CA

October 2018 – Present

Previously manager for Riot's Data Infrastructure team. Helping Riot to:

- ◇ Plan for future R&D project needs
- ◇ Manage FT and contract employee engagements
- ◇ Tie stakeholder needs to engineering deliverables
- ◇ Drove and communicated cost-saving efforts to make room in our customer budgets for future projects
- ◇ Collaborated across multi-team efforts to improve data solutions within Riot, bridging stakeholder needs to technical solutions, and gaining alignment within engineering groups to do the work

Currently managing Riot's Data Integrations team. Working with software architects to set Riot's Central Data vision, pipeline, and operating model. Ingesting data from 4+ game teams, validating, organizing, and loading into our realtime data warehouse. Built a team around ensuring our data pipeline is capable of processing 1TB/sec.

Riot Games

Software Engineer

Santa Monica, CA

April 2016 – October 2018

Tackled various projects, both internal and external, leveling up craft quality and lowering operational overhead.

- ◇ Repaired a legacy test framework for an internal ETL tool (Ruby) that had no maintainer
- ◇ Integrated CI/CD to multiple projects
- ◇ Converted a smatter of Javascript files into a proper React.JS project (Player Feedback Tool)
- ◇ Created cost-attribution tooling (Python) around our Elasticsearch system
- ◇ Managed 1 Petabyte Elasticsearch cluster for real-time security applications
- ◇ Integrated survey/feedback system into R&D projects using Unity
- ◇ Maintained ETLs for feedback system for data analyst consumption
- ◇ Lead on-call team, managing rotating group of engineers to maintain uptime of existing products

Languages/Tools: Ruby, Python, Go, Java, Javascript (React), Terraform, Ansible, Packer, AWS, Databricks, Elasticsearch

Evolve HQ

Senior Software Engineer

Minneapolis, MN

December 2014 – March 2016

Responsible for maintaining and improving a legacy system taken over from a former group. 3mil users!

- ◇ Ran analytics database (Postgres) for in-house BI reporting
- ◇ Revamped front-end deployment to leverage rolling restarts for zero-downtime deploys
- ◇ Created VM dev environments for all engineers to use during development
- ◇ Migrated single XMPP node to multi-node cluster with prioritized traffic, maintained 40k CCU
- ◇ Migrated sendmail solution to proper SMTP gateway integration
- ◇ Wrote custom data importers to pull in data from various external sources (Raptr, Xfire)
- ◇ Built tooling using OCR to extract data out of image files
- ◇ Built videogame tournament system with Stripe integration for buy-ins and pay-outs to players
- ◇ Built, packaged, and deployed native desktop applications for both Windows and Mac, with a built-in self-updating feature

- ◇ Maintained DR system. Had to use it twice, worked successfully both times!

Software for Good

Software Application Developer

Minneapolis, MN

September 2013 – November 2014

- ◇ Develop iOS and Android applications
- ◇ Develop Rails backends and API services
- ◇ Develop Angular clients to tie in and work with JSON returning backends

Tiny Dragon Apps, LLC

Founder/Owner

Milwaukee, WI

October 2009 – Present

- ◇ Design, develop, program, publish, and support iPhone and Android applications
- ◇ Research and adhere to Apple guidelines
- ◇ Manage contract employees used for projects

GoKart Labs, LLC

Mobile Application Developer

Minneapolis, MN

June 2012 – September 2013

- ◇ Develop iOS and Android applications
- ◇ Help with backend Rails development
- ◇ Work with third party development teams and coordinate project execution
- ◇ Gather and document technical requirements for client projects

Core-Apps, LLC

Software Developer/Project Manager

Arnold, MD

August 2009 – June 2012

- ◇ Develop iPhone, iPad, and Android applications
- ◇ Manage both iOS and Android software development teams
 - * Manage project tasks, delegating to employees and following up with upon completion
 - * Assisting other developers with completing tasks that are too large for a single individual
 - * Ensuring feature parity across both mobile application platforms
- ◇ Coordinate with other decentralized developers to ensure that products meet required specifications
- ◇ Travel to perform on-site QA with clients

Tesch Global

Software Developer/IT Infrastructure

Grafton, WI

March 2010 – September 2010

- ◇ Designed and developed iPhone applications according to documented specifications
- ◇ Set up and maintained both physical and virtual web/database servers
- ◇ Collaborated with other development teams to ensure milestone completion
- ◇ Managed Amazon EC2 servers used for testing environments
- ◇ Customized e-commerce installations to fulfill requirements

Education

Marquette University

BS - Computer Engineering

Milwaukee, WI

August 2006 – July 2010

- ◇ Major GPA 3.4