JOSEPH FLAHERTY (he/him)
GAME / FULL-STACK DEVELOPER

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SKILLS

Java
C#
TypeScript
JavaScript
Python
CSS
NoSQL
MySQL
C++
Multi-Threading
Unit Testing

FRAMEWORKS

Unity
Android
iOS
Oculus
Angular
Spring
Serverless
AWS
EC2 -
S3 -
Load Balancing -
Lambda -
DynamoDB -
RDS -
API Gateway -
SageMaker -
CloudFront -
CloudWatch -

SOFTWARE

IntelliJ
Rider
Eclipse
Git
Node
Docker
Jenkins
Tomcat
Slack
Jira
Confluence
Visual Studio
New Relic
Adobe CC
Illustrator -
InDesign -
Photoshop -
Premiere -

PROFILE

Full stack developer with 15 years of experience building web, game, and backend platforms. Helped start a company and spent 9 years as lead developer working on all parts of a large multi-framework platform. Looking to join a meaningful development team to provide a vast array of development skills.

WORK EXPERIENCE

Self Employed - New York, NY
Game Developer | 2022 - Present
- Working as sole developer, artist, and designer, building the game from the ground up.
- Developing Angular-based puzzle game that mixes document mystery and ancestry research. The main character uncovers the root cause of a family curse while trying to find out how to stop it from happening to her. Give it a try here or see the original Unity code here.

Sciolytix (formerly Selleration) - New York, NY
Lead Product Architect | 2013 - 2022
- Starting as a single-person development team, built the flagship product UPtick from the ground up. UPtick is a simulation training platform built in Java, Unity, Oculus, iOS, Android and Angular.
- Acted as system administrator keeping all services running on a variety of Amazon services (EC2, S3, Cloudfront, RDS, DynamoDB, Lambda, and more).
- Communicated directly with clients, assisting in technical support, design, and product installation.
- Collaborated with the leadership team to build goals for the development team.
- Developed machine learning pipeline used to predict success of users.

Kuma Reality Games - New York, NY
Developer | 2011 - 2013
- Worked on a social media platform called ScatterRadio which allowed users to record and stream audio messages. Worked primarily in Flash, Unity HTML, MySQL, and PHP.

BrandGames - New York, NY
Lead Developer | 2009 - 2011
- Developed marketing and training games for a variety of Fortune 500 companies, working primarily in Flash, HTML, Unity, SCORM, and ASP.net.

Rebel Monkey - New York, NY
Game Developer | 2008 - 2009
- Developed Java servers for a variety of multiplayer Flash games hosted on early Amazon EC2.

VOLUNTEERING

Tech for Campaigns
Frontend Developer | 2018 - Present
- Working on an all-volunteer team, setting up WordPress sites for grassroots political campaigns.
- Train new volunteer frontend developers.

Showing Up for Racial Justice, NYC Chapter
Communications Volunteer | 2020 - Present
- Help manage communications to more than 23,000 members through the EveryAction CRM.
- Train new volunteers on how to use EveryAction and communicate with membership.

EDUCATION

Rensselaer Polytechnic Institute - Troy, NY
Bachelor of Computer Science | 2008