

JOSEPH FLAHERTY (he/him)

GAME / FULL-STACK DEVELOPER

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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 with ancestry research. The main character uncovers the root cause of a family curse. Give it a try [here](#) or see the original Unity code [here](#).

Sciolytix (formerly Sellation) - 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, Spring, Oculus, iOS, Android and Angular.
- Maintained a complex AWS stack as system administrator for thousands of users, using services: EC2, S3, CloudFormation, RDS, DynamoDB, Lambda, CloudWatch, and more.
- Collaborated with the leadership team to build goals for the development team.
- Developed machine learning pipeline used to predict success of users using AWS SageMaker.

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.

Tech for Campaigns - New York, NY

Frontend Developer | 2018 - Present

- Working on an all-volunteer team, setting up WordPress sites for grassroots political campaigns.
- Train new volunteer frontend developers.

Kuma Reality Games - New York, NY

Developer | 2011 - 2013

- Developed a social media platform called ScatterRadio which allowed users to record and stream audio messages. Worked primarily in Java, PHP, AS3, MySQL, JavaScript, jQuery, HTML, iOS, and Android.

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.
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EDUCATION

Rensselaer Polytechnic Institute - Troy, NY

Bachelor of Computer Science | 2008

SKILLS

Languages: Java, C#, C++, TypeScript, Python, JavaScript, SQL, NoSQL, Kotlin, PHP, Ruby, Bash, Powershell

Frameworks: Angular, Spring, Unity, Docker, Node.js, Serverless, ETL, MongoDB, Jupyter, Android, iOS, Oculus, jQuery

Software: Git, Jenkins, Tomcat, IntelliJ, Rider, Eclipse, Jira, Confluence, Visual Studio, New Relic

AWS: EC2, S3, SQS, ECR, CloudFormation, CDK, SAM, Lambda, DynamoDB, RDS, API Gateway, SageMaker, CloudWatch