

GEORGE GILMARTIN

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SUMMARY OF QUALIFICATIONS

Results-driven Senior Software Engineer specializing in backend development, cloud computing, and DevOps. Proven ability to enhance system efficiency, drive cost savings, and lead high-impact projects across enterprise and gaming sectors.

KEY ACHIEVEMENTS

Saved the company **\$21M+ annually** by developing an in-house 9-1-1 public safety platform.
Reduced batch processing time by **98%** through multithreading optimizations.
Optimized game server performance by reducing packet size by **84%**.

TECHNICAL SKILLS

Programming: Java, C#, Python, Go, TypeScript
Cloud & DevOps: AWS, Azure, Terraform, Kubernetes, Docker, Jenkins
Databases & Messaging: PostgreSQL, Kafka, Thrift, Redis, DynamoDB

EXPERIENCE

N3TWORK Studios

Nov 2023 – Present

Senior Software Engineer

AI Game Feed

Technologies: Java/Spring, AWS, Redis, PostgreSQL, JUnit, Docker, Terraform, Model Context Protocol (MCP)

Responsibilities:

- Scaled AI-powered game feed backend to support thousands of concurrent users with low-latency APIs and efficient PostgreSQL schemas
- Built Terraform-based infrastructure with modular VPC, EC2, RDS, and Secrets Manager across sandbox and prod environments
- Integrated CI/CD pipelines Elastic Beanstalk for automated, reliable deployments
- Managed S3-backed media delivery for real-time game content and state sharing
- Optimized cloud resource usage and reduced operational overhead via reusable, environment-parity modules
- Created a remote Model Context Protocol (MCP) server for AI agent integration with clients like Cursor and Claude

Triumph: Go Infinite – Mobile RPG

Technologies: Java/Spring/Gradle, C#, Python, Go, React, TypeScript, AWS, Redis, DynamoDB, Thrift, TestNG, Docker, Terraform

Responsibilities:

- Developed backend systems for Triumph: Go Infinite, a mobile RPG with 2,000+ daily active users
- Optimized simulation server packet size (-84%) and game configuration file size (-73% size) for improved performance
- Built customer support tooling in React, improving response efficiency
- Modernized Python scripts from Python 2 to 3
- Maintained & updated AWS infrastructure in terraform
- Authored comprehensive technical specifications for the development of new features

AT&T

June 2017 – Nov 2023

Senior Software Engineer, Dec 2022 – Nov 2023

Professional Software Engineer, Dec 2020 – Dec 2022

Sr. Specialist Software Engineer, Sep 2018 – Dec 2020

Associate Software Engineer, Jun 2017 – Sep 2018

Enterprise Architecture and Software Enablement — MechID Bot:

Technologies: Java/Maven/Spring, Microservices, Azure DevOps, Terraform, React, Sonar, JUnit

Responsibilities:

- Reduced batch job run time by 98%, from 1 hour to 45 seconds via multithreading
- Improved companywide site reliability by emailing/messaging teams of expiring credentials
- Designed and created microService architecture for reliability platforms
- Created Azure CI/CD pipelines to deploy code to dev/test/prod environments
- Created documentation for internal and external users
- Lead design discussions for scalability, resiliency, and maintainability

Event Driven Architecture — MQ Bridge:

Technologies: Java/Maven/Spring, microServices, Azure DevOps, Sonar, JUnit, Kubernetes/Helm, Kafka, Terraform

Responsibilities:

- Reduced company costs by \$10M+ YoY by migrating on-premise applications to Azure
- Designed and created microService event driven architecture for real-time on-premises to cloud communication
- Modernized apps by allowing cross communication between Azure apps and on-premises apps
- Created Azure pipelines for CI/CD to dev/stage/prod environments
- Utilized Kubernetes, Docker, and Helm for deployments
- Lead design discussions for scalability, resiliency, and maintainability

9-1-1 Public Safety Platform:

Technologies: Java/Maven/Spring, microServices, OracleSQL, Redis, JUnit, Jenkins, Kubernetes

Responsibilities:

- Reduced company costs by \$21M+ YoY by developing 9-1-1 in-house
- Developed core services for E911 location delivery, ensuring 99.999% uptime with sub-1-second SLA
- Created interfaces with E2 and PAM Wireless location delivery protocols
- Ensured completion of MVP and support for future regions
- Developed back end microService in Java/Spring/Maven
- Improved testing coverage to 90%+ with JUnit and utilizing Sonar/Veracode
- Deployed using Jenkins, SWM, and Kubernetes for CI/CD

CERTIFICATIONS

SAFe 4 Agilist - Key areas of competency include the application of Lean-Agile principles, execution and release of value through Agile Release Trains (ARTs), and building an Agile portfolio with Lean-Agile budgeting.

MongoDB Developer - Advanced knowledge in schema design, indexing & performance optimization.

EDUCATION

B.S. in Computer Science & Information Technology, Minor in Business & Mathematics – University of Missouri, Columbia (2012-2017)