

# George Gilmartin

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## Technical Skills

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**Languages:** Java, C#, Python, Go, TypeScript

**Frameworks:** Spring, React

**Cloud & DevOps:** AWS, Azure, Terraform, Kubernetes, Docker, Jenkins

**Databases & Messaging:** PostgreSQL, DynamoDB, Redis, Kafka, Thrift

## Experience

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### N3TWORK Studios

Nov 2023 – Jul 2025

Senior Software Engineer

- Built cross-platform game systems integrating Unity client with Java backend for real-time game-play
- Built a web-based React + TypeScript platform for live ops and player diagnostics, integrating custom APIs for Triumph: Go Infinite and other titles
- Streamlined customer support workflows by delivering responsive React UI components tied to game-play telemetry and game systems
- Developed scalable backend systems for multiple titles, including an AI-powered game feed and Triumph: Go Infinite, a mobile RPG with **2,000+ DAUs**
- Optimized game simulation performance (e.g., **-84%** packet size, **-73%** config file size) and built S3-backed media delivery pipelines for real-time content sharing
- Designed modular cloud infrastructure (VPC, EC2, RDS, Secrets Manager) with Terraform across sandbox/prod environments and integrated CI/CD via Elastic Beanstalk

### AT&T

Jun 2017 – Nov 2023

Senior Software Engineer

Dec 2022 – Nov 2023

- Developed MechID Bot front-end in React + TypeScript, enabling credential life-cycle visibility and reducing operational friction through robust UI, type safety, and integration with backend services
- Led multi-threaded redesign of credential automation tooling (MechID Bot), cutting batch runtime by **98%** and improving system reliability
- Architect and deployed scalable CI/CD pipelines in Azure DevOps across dev/test/prod environments using Terraform

Professional Software Engineer

Dec 2020 – Dec 2022

- Migrated legacy on-premise systems to Azure, saving **\$10M+ annually**, using Kafka, Kubernetes, Helm, and Spring microservices
- Designed event-driven architectures enabling seamless real-time communication between on-prem and cloud services
- Created robust deployment pipelines and containerized applications for enhanced developer productivity

Sr. Specialist Software Engineer

Sep 2018 – Dec 2020

- Co-developed a mission-critical in-house **9-1-1 public safety platform**, saving **\$21M+ YoY**, with 99.999% up-time and sub-1s SLA
- Built core services for E911 location delivery using Java/Spring, OracleSQL, Redis, and Jenkins pipelines
- Achieved 90%+ test coverage and security compliance using JUnit, Sonar, and Veracode

Associate Specialist Software Engineer

Jun 2017 – Sep 2018

- Contributed to early development and CI/CD tooling for internal Java/Spring microservices
- Supported team migrations to modern DevOps workflows using Jenkins and Azure
- Participated in MVP feature roll-outs across mission-critical systems with high reliability demands

## Education

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### University of Missouri

Columbia, MO

Bachelor of Science in Computer Science, Minor in Mathematics

Aug 2012 – May 2017

Bachelor of Science in Information Technology, Minor in Business

Aug 2012 – May 2017