

# Stephen Bahr

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<http://sbahr.me>

## Experience

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### SOFTWARE ENGINEER / PROJECT LEAD, ISLES SOFTWARES

JUNE 2015 - PRESENT

- Introduced Agile Development, increasing engineering production by 50%, which aligned content release schedules with sprints.
- Implemented dynamic queueing systems for products that have variable audience sizes.
- Created a Python imaging system, to manage server shards with custom load/unload handling.
- Engineered a time management/tracker, which allowed engineers to observe their JIRA progress and GitHub contributions daily.

### TERMINAL SYSTEMS ADMINISTRATOR, BOSTON UNIVERSITY

JUNE 2013 - MAY 2015

- Maintained computer functionality of 100+ Windows/Linux/macOS machines.
- Managed imaging deployment services to accommodate software needs for educational purposes.

### SOFTWARE ENGINEER / PROJECT LEAD, CORE NETWORK

DEC 2012 - OCT 2014

- Designed scalable network structure to handle 2,000+ concurrent players.
- Created SQL structures to manage over 200,000 accounts, and proposed switch to TokuDB engines increasing read times by 4x.
- Constructed abstract framework system to increase turnover rates of "game updates".

## Education

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BOSTON UNIVERSITY, BOSTON MA

2011 - 2015

B.A., COMPUTER SCIENCE

## Skills

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Languages: Java (proficient), Python (proficient), C++ (intermediate)

Operating Systems: CentOS, Mac OS X, Windows

Tools and Frameworks: MySQL, Redis, Gradle, Artifactory, Jenkins, VCS (Git), JIRA