

Stephen Bahr

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<http://sbahr.me>

Experience

LEAD SOFTWARE ENGINEER, GOD COMPLEX / HYLIST GAMES

JAN 2019 - PRESENT

- Introduced Agile Development to two product teams, managing content release schedule for 10 engineers.
- Directly responsible for development workflow for F2P SaaS product generating \$3 million in sales, over 7,000 CCU and 1.2 million accounts.
- Designed integrated in-game content partnerships, promoting social advertisement and reach.

SOFTWARE ENGINEER, GRAND THEFT MINECART

SEPT 2017 - PRESENT

- Reconstructed and optimized relation database systems to store minimal data, increasing data retrieval response time.
- Developed event framework and seasonal in-game shops promoting traffic during holidays and weekends, servicing 1.1 million unique accounts and up to 1,200 CCU.
- Introduced statistical framework for tracking user behaviors, currency trends, and actions to understand how players can play and/or exploit the game.
- Constructed cross server player-to-player market system with mutexable locks that helped with economy inflation.

SOFTWARE ENGINEER / PROJECT LEAD, ISLES SOFTWARES

JUNE 2015 - SEPT 2017

- Lead multiple SaaS development teams through sprint life cycles, aligning content release schedules to bi-monthly.
- Responsible for patching live services with up to 2,200 CCU and over 400,000 accounts generating \$300k in revenue.
- 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, allowing 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 up to 2,000 CCU.
- 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

BOSTON UNIVERSITY, BOSTON MA

2011 - 2015

B.A., COMPUTER SCIENCE

Skills

Languages: Java / Python (proficient), C++ / Objective-C (intermediate)

Operating Systems: CentOS, Ubuntu, Mac OS X, Windows

Game Engines: Unity

Tools and Frameworks: MySQL/MariaDB/MongoDB, Redis/RabbitMQ, Maven/Gradle, Artifactory/Nexus, Jenkins/CircleCI, VCS (Git), JIRA