

Software Developer Software Developer Software Developer (Java) New York, NY Passionate software engineer with 5+ years of experience developing complex systems and dealing with various aspects of the software development lifecycle for startup companies. Authorized to work in the US for any employer Work Experience Software Developer Iron Compass Games October 2018 to Present Contributed to, and reviewed technical design documents which utilized spreadsheets, and UML diagrams. Developed, deployed, and maintained microservices using Spring Boot, Spring Cloud, Hibernate/JPA, and Gradle. Implemented TDD best practices to ensure the security and intended behavior of product features. using JUnit4, Mockito and AssertJ. Conjoined a continuous integration system to Git repositories to ensure that each repository successfully compiled, and tested as developers checked in. Automated continuous integration and build processes utilizing GitLab CI/CD. Deploying and managing internal dependencies using Gradle and Artifactory. Developed a complex item management system spanning over multiple microservices persisted with PostgreSQL databases. Senior Software Engineer OTI Studios July 2017 to August 2018 Utilized Java, the Spring framework, and Git to develop various microservices allowing for development autonomy for product features as specified. Introduced test-driven development best practices using JUnit5 and Mockito, resulting in an increase in overall code quality. Contributed creative ideas and insight for improving user retention as well as product profitability. Software Engineer OTI Studios May 2016 to July 2017 OTI Studios was an independent game studio working on it's first title, a massively multiplayer online role playing game. Constructed a custom UDP implementation low-level network protocol capable of handling thousands of concurrent users on a single machine. Scheduled, led, and attended paired programming sessions with team members., Co-authored business plan proposal as well as technical design documents for various product features., implemented, and maintained RESTful micro-services using Spring Cloud. Utilized Netty, an asynchronous event-driven networking library, to create a TCP/IP implementation capable of handling a plethora of different input messages. Authored multiplayer messaging pipeline Designed a secure authentication service using an event-driven architecture. Full Stack Developer Apache Game Studios March 2016 to

August 2016 Contributions & Responsibilities: Designed and programmed core game mechanics in both Java and JavaScript, leveraging Java 8 and the Nashorn engine. Engineered a custom matchmaking service using TCP/IP. Implemented an event-driven sound system. Actively involved in the development and implement of core game mechanics. Environment: Core Java, Javascript, MySQL Education Associate in Computer Science New York City College of Technology - Brooklyn, NY 2013 to 2015 Skills Java, Spring, Python, C#, PostgreSQL, TCP/IP, Web Services, Git, NET, Computer Science, Software Development, SQL, Cloud Computing, Linux, UML, Database Management, MySQL Certifications/Licenses Driver's License Assessments Management & Leadership Skills: Impact & Influence Highly Proficient November 2018 Full results: https://share.indeedassessments.com/share_assignment/qhwo92afnrznf7nx Python Development Skills Highly Proficient November 2018 Full results: https://share.indeedassessments.com/share_assignment/6nyblxfzm4oyseb1 Problem Solving Highly Proficient January 2019 Measures a candidate's ability to analyze relevant information when solving problems. Full results: https://share.indeedassessments.com/share_assignment/mmsz9-gkcplash-z Critical Thinking Proficient June 2019 Using logic to solve problems. Full results: https://share.indeedassessments.com/share_assignment/bbglz4pflgndsurf Indeed Assessments provides skills tests that are not indicative of a license or certification, or continued development in any professional field.

Name: Hunter Wilson
Email: michellewilson@example.net
Phone: 427-662-6424x172