

ADRIAN SEELEY

Software Engineer - Tools and Backend

contact@adrianseeley.com • 613 203 1277 • EST • Ontario, Canada (Remote Only)

Accomplished software engineer with 17 years of extensive experience in developing software solutions, tools, and complex automation pipelines. Specializing in backend development, server-side architectures, and robust system integrations across a variety of industries.

Adept at networking protocols, tools programming, and leading Agile and Scrum teams. Former CTO with a proven track record in startup environments, seeking a challenging role that utilizes my expertise in software development, system architecture, and tools creation.

PROGRAMMING LANGUAGES

C • C++ • C# • Java • JavaScript • TypeScript • Python • GLSL • HLSL • CUDA • WebGL • OpenGL • OpenGLES • OpenCL

FRAMEWORKS

NodeJS • NextJS • React • Redux • Angular • Vue • GraphQL • Docker • Kubernetes • Unity • Unreal • TensorFlow

CLOUD TECHNOLOGIES

Amazon Web Services • Google Cloud • Microsoft Azure • Heroku • On Premises • High Performance Clusters

DATABASE TECHNOLOGIES

PostgreSQL • MySQL • Cassandra • Amazon RDS • Amazon DynamoDB • Neo4J • Amazon Neptune • MongoDB

NETWORK TECHNOLOGIES

UDP • TCP • RTSP • QUIC • LoRa • Zigbee • Bluetooth • Raw HDX • Raw FDX • Protocol Bonding • WireShark

EMBEDDED TECHNOLOGIES

Atmel • Espressif • ARM64 • RTOS • KiCad • USB HID • Cross Platform Drivers • DOF Sensor Fusion • PCB Design

VIDEO TECHNOLOGIES

FFMPEG • FastMJPEG • V4L2 • AVC H.264 • HEVC H.265 • GStreamer • WebRTC • Hardware Transcoding Pipelines

INTERIM CEO / MMO GAME DEVELOPMENT LEAD

Blockade Games, INC | Remote | Nov 2021 - Jul 2023

- Oversaw the development of "Neon District," managing the game from inception to a successful launch and live operations, including continuous updates and new features.
- Executed a merger with Pixel Mind, creating a generative AI company focused on VR/AR environments for various industries; renegotiated employee contracts and redefined the company's roadmap and vision.

SENIOR BACKEND GAME DEVELOPER (TOOLS DEVELOPMENT)

Kabam Montreal | Montreal, Quebec, Canada | Nov 2020 - Nov 2021

- Managed live operations for two MMO games, ensuring a smooth experience for nearly 15,000 daily players, and oversaw special events and game issues.
- Developed comprehensive monitoring tools for game state, player activities, and associated cloud infrastructure; led major cost reductions in analytics processing, saving the company over \$95,000 annually.

TECHNICAL LEAD

Kano | Remote | Jun 2020 - Oct 2020

- Spearheaded the turnaround of a stalled game project, aligning team objectives and clearing development roadblocks, which resulted in the successful game release and subsequent additional game versions based on the same engine.

DEVELOPMENT AND PROJECT MANAGER

Blockade Games, INC | Remote | Aug 2018 - Jun 2020

- Managed project development and led a team through the design and execution phases of an MMO game, ensuring project milestones and quality standards were met.

CORE ALGORITHM DEVELOPER

NTE Inc (Need to Eat) | Remote | 2016 - 2018

- Created a sophisticated algorithm for real-time, large-scale nutritional planning used in medical research; led to a patented technology and explored for extensive medical applications.

CO-FOUNDER & TECHNOLOGY LEAD

Mercury Intelligence (formerly Kraken International) | Toronto, Ontario, Canada | 2014 - 2016

- Developed machine learning algorithms for financial portfolio management used by North American hedge funds; successfully exited the company with technologies adopted for ongoing use.

MMORTS ENGINE AND GAME DEVELOPER

Inkhorn Games, Inc. | Remote | 2013 - 2014

- Engineered foundational technologies for an MMO RTS game including networking, anti-cheat mechanisms, and core game engine functionalities, leading to the development of lockstep.io.

FULL STACK ENGINEER

HiveMobile | Montreal, Quebec, Canada | 2012 - 2013

- Developed a large-scale secure messaging framework intended for governmental use, implementing innovative technologies for secure communications and data storage.

MACHINE LEARNING ENGINEER

Dashbook INC | Montreal, Quebec, Canada | 2010 - 2012

- Led the development of a machine learning backend for a personal data assistant app, pioneering features that provided user-specific content recommendations based on web interactions.

LEAD ANDROID AND SERVER DEVELOPER

Magnetic Bear Studios | Ottawa, Ontario, Canada | 2009 - 2010

- Developed Android applications and server-side solutions, focusing on rapid prototyping and innovative project executions.

GAME DEVELOPER

Magmic | Ottawa, Ontario, Canada | 2009

- Developed and released pioneering games for the BlackBerry PlayBook, collaborating with artists and utilizing government grants for innovative game projects.