



Brandy Johnson

Lead Backend Engineer - Gaming Platform
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SKILLS

Java • Spring Boot • Kafka • Redis • Microservices • Event-Driven Architecture • PostgreSQL • MongoDB • Docker • Kubernetes • AWS • CI/CD • Performance Tuning • Observability

EXPERIENCE

Lead Backend Engineer - Gaming Platform — Nebula Interactive

March 2024 – Present

Architected and led a scalable backend for real-time multiplayer gaming using Java, Spring Boot, Kafka, and Redis. Implemented an event-driven microservices platform that doubled throughput and reduced critical-path latency to under 50ms. Managed an eight-person cross-functional team and institutionalized CI/CD practices, shortening release cycles by ~30%.

Senior Backend Engineer - Gaming Services — Aurora Games Studio

July 2021 – February 2024

Built and maintained backend services powering live operations for multiple titles using Java, Spring Boot, Kafka, and Redis. Optimized caching and data access to improve response times by 35% and achieved 99.99% uptime. Led the migration from a monolith to microservices in collaboration with platform teams.

Backend Engineer - Real-Time Multiplayer — PixelForge Labs

June 2018 – June 2021

Developed low-latency game services with Java and Spring Boot, leveraging Kafka for event streaming and Redis for caching. Designed scalable data models and contributed to architecture decisions for real-time features. Implemented automated tests and monitoring to improve reliability.

EDUCATION

BSc Computer Science

Rwanda Tech University

Graduated: 2014