



Amanda Dixon

Lead Backend Engineer - Gaming Platform
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SKILLS

Java • Spring Boot • Kafka • Redis • Docker • Kubernetes • AWS • CI/CD (GitHub Actions) •
Microservices • SQL/NoSQL Databases • Reactive Programming • Observability
(Prometheus/Grafana)

EXPERIENCE

Lead Backend Engineer - Gaming Platform — Arcadia Games

June 2023 – Present

Led a cross-functional team of 7 engineers to design and scale a microservices-based backend for a multiplayer game, improving throughput by 2.5x. Implemented Java + Spring Boot services with Kafka for event streaming and Redis for caching, reducing average latency by 35%. Established CI/CD pipelines with GitHub Actions, achieving 98% successful deployments and faster time-to-market for features.

Senior Backend Engineer - Gaming Platform — Nebula Forge

January 2021 – May 2023

Led the migration from monolith to microservices, introducing Kafka-based event streams and Redis caching, doubling system throughput and reducing latency. Implemented resilient Spring Boot services with automated tests and containerization, improving deployment speed by 60%. Collaborated with game teams to define SLIs/SLOs and implemented monitoring with Prometheus/Grafana.

Software Engineer - Backend — Photon Labs

June 2018 – December 2020

Delivered backend services for mobile game features using Java and Spring Boot, with Kafka-based event processing and Redis caching. Built scalable microservices, migrated to containerized deployments with Docker and Kubernetes. Established CI/CD pipelines, boosted release velocity by 40% and reduced production incidents by 30% through automated testing and monitoring.

EDUCATION

MSc Computer Science

University of Samoa

Graduated: 2015