Arthur Ward Jr

Software Engineer

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Skills

Languages: HTML, JavaScript, CSS, SQL, PHP, C#, Bash, C++, Java
Frameworks: Laravel, Unity3d, .NET, PHPUnit
CMS: Expressionengine, Craft CMS, Wordpress, Netsuite
Server/Runtime: Apache, Nginx, Node.js, Docker, AWS, Redis
Database Systems: MySQL, MariaDB, PostgreSQL, MongoDB

Experience

Delivery.com / Senior Software Engineer
July 2018 - Present, New York, New York

Developed, maintained, and improved a wide range of features and systems across various sectors of the product including third party integrations, core systems, APIs, and internal tools for an always-on live service using technologies including PHP, Laravel, MYSQL, Java, Javascript, Python, and various AWS systems

- Handled third party partner support regarding developing against our API
- Architected a powerful new integrations framework that vastly expanded on our capabilities allowing us to expand into other markets as well as facilitating rapid development, automated testing, and more robust debugging capabilities
- Worked on creating many internal tools to allow easy operation of both new and existing features as well as integrations
- Led optimization projects for some core systems to improve general performance and database efficiency
- Worked to greatly expand our automated billing capabilities
- Made a push to improve our error handling to separate technical errors from business errors leading to a great decrease in costs from services such as Rollbar
- Contributed to product design discussions on making sure features are reliable and when necessary approached from the user perspective

Kitewing Studios / Game Programmer
April 2020 - October 2022*, New York, New York

Developed numerous systems and gameplay elements for the upcoming game Seasonspree. Created the core game foundation, data model and many gameplay systems in Unity3d targeting multiple platforms.

- Created the initial game prototype from scratch to assist in testing the proof of concept game design in a way that could be and was built upon cleanly
- Developed custom tooling to allow the Game Designer to easily create gameplay logic in a non-coding environment
- Contributed to design and UX planning and discussions

Vector Media Group / Developer
June 2014 - February 2018, New York, New York

Developed both new sites and features for existing high traffic websites, APIs for apps, and developed numerous stand-alone CMS plugins to support features including SSO, API access and analytics using technologies including PHP, NodeJS, SQL, Javascript, Codeigniter, Laravel, Expression Engine, and CraftCMS

- Developed API for a ski resort lift pass system and usage tracking for use in app and web e-commerce systems which greatly improved the lift pass purchasing and refilling experience for customers and support staff
- Integrated various SSO solutions into existing client sites
- Developed kitchen backend software for &pizza that simplified and optimized the company's online order fulfillment system
- Used prior knowledge of .NET and other technologies to help obtain new clients

Arkadium / Game Programmer
January 2013 - September 2013, New York, New York

Developed Microsoft Jackpot for Windows 8.1 & RT using C# and XAML technologies. Assisted R&D team with prototypes and prepared special topic presentations to educate development department on new technology and industry best practices

- Developed an Arkadium Game Jam prototype which ultimately was chosen for further development by the company's R&D team
- Helped the team meet numerous strict deadlines set by Microsoft by assisting in non programming tasks whenever necessary

Frameweld / Web Developer

July 2011 - September 2012, Long Island City, New York

Developed new features and assisted in maintenance of client websites and internal tools and company products.

- Built original analytics system for Frameweld Workshop which combined data from Google Analytics, Limelight, and our own usage tracking

Additional Experience

Babycastles / Curator, Technical Development

2010 - 2012, Brooklyn, New York

Assisted in organizing, curating, and running exhibits and shows featuring musical performances and independent video games.

- Worked on tools to make dealing with various technical and software issues in the gallery exhibitions easier using autohotkey scripts

Education

Polytechnic Institute of New York University

Bachelor of Science Computer Engineering - 2009