

BRYAN KONOWITZ



My goal is to partner with a company that will allow me to employ my passion for development, offer architectural challenges, and expand my knowledge. I truly love to solve complex problems, while keeping user experience at the forefront of my decisions.

EXPERTISE

Full-stack, polyglot development. Distributed architectures and communication patterns. Efficient deployment pipelines, from development to production

TECH SKILLS

Ruby & Rails	<div></div>
Scala & Akka	<div></div>
Node.js	<div></div>
C# & .NET	<div></div>
Elixir	<div></div>
Java	<div></div>

Frameworks and Tools: Chef, Docker, Consul, Git, Postgres, Rspec, CasperJS, AngularJS, Gulp, Express, Puma, Amazon EC2, RabbitMQ, MongoDB, Redis, Ionic, ngCordova, Capistrano, Haml, Sass, Grape, Swagger, ASP.NET MVC, .NET 3.5+

TECHNICAL INTERESTS

Advanced concurrency techniques in distributed programming

Distributed systems design for cloud oriented architecture

Application of machine learning for better integration of software into everyday activity

WORK EXPERIENCE

SENIOR ARCHITECT & DEVELOPER

b Spot - Los Angeles, CA | Jun 2013 - Present

- Built an immutable infrastructure and deployment process around integrating Docker, Chef, Consul, AWS EC2 and self-built tooling; took the process of deploying independent services from several hours each, to ~10 - 15 minutes
- Architected and implemented a Ruby and Scala based SOA, utilizing RabbitMQ, Protobuf, and Akka clustering
- Designed and developed a complete authentication and authorization system for security from endpoint through internal services; integrated a multi-prong approach based on being an OAuth2 provider and heavily utilizing the JWT specification
- Developed frameworks for rapid and consistent development of Rails based apis and actor based Scala microservices; utilized the same frameworks for end to end feature implementation
- Provided significant mentoring and pair programming to advance junior and senior developers alike

CTO

Quantus - New York, NY | Jul 2012 - Jun 2013

- Architected and prototyped multiple flagship products focused on enterprises; exposing legacy systems as real-time streams (Node.js) & advanced behavior tracking tied to advertising (Scala, Akka, RabbitMQ)
- Curated existing client relationships and helped establish new ones to assist in driving the company to its first \$10M in revenue
- Participated in developing and presenting funding pitches for investors and conferences
- Built and managed a team of direct employees and contractors split across consulting contracts and product development

SENIOR CONSULTANT

MGM Resorts International - Las Vegas, NV | Oct 2011 - Jul 2012

- Architected a multi-property one-to-one marketing initiative encompassing several dozen customer touch points and numerous disparate backend systems
- Took over and successfully deployed a failing multi-million dollar web development project
- Architected and lead development on a SOA based implementation of mlife.com, a centralized multi-property player rewards system & booking engine
- Lead the development of an integrated customer experience application for replacing multiple simultaneous systems used by reservations agents; built around a custom Coffeescript SPA & a Jersey (Java) REST interface

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WORK EXPERIENCE (CONTINUED)

SENIOR ARCHITECT

Pinnacle Entertainment – Las Vegas, NV | Jun 2010 – Oct 2011

- Working with a third party creative agency, drove the successful delivery of a new multi-property booking engine, and redevelopment of existing property websites
- Hand-rolled a modern web standards service layer for casino management systems, that passed full penetration testing and security approval by GLI on its first submission (C#, ASP.NET MVC)
- Implemented the first regulatory approved online address change system for a casino company in MO
- Took over implementation and new development of a company wide Campaign Management System; developed features and performed onsite training for marketing department users

SENIOR DEVELOPER

ACEP LLC | 2009 – Jun 2010

- Architected the user experience and oversaw development of multiple flagship websites
- Optimized websites for SEO and performance, specifically applying sophisticated scaling techniques during times of national news coverage such as “CNN”, “The Today Show”, and “Gizmodo”
- Architected and implemented both back and front-end systems relating to an aggregated, multi-property tiered player card system; included development of player kiosk software, storage and message passing systems, player portal website, and internal tooling for reporting and administration
- Designed a data loss prevention (DLP) system utilizing available licensed software to prevent introducing an additional \$220,000 license agreement

CONSULTANT

Solved by Code | < 2009

Older contract details are available on request

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