# 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
Scala & Akka
Node.js
Angular.js
Elixir
Java

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

## сто

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

HONE (702) 997-3707

**EMAIL** bryan@kono.sl

**LINKEDIN** /in/bkond

GITHUB github.com/bkon

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# BRYAN KONOWITZ

# 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

EMAIL bryan@kono.sh

LINKEDIN /in/bkono

GITHUR githuh com/hkono

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