

Aaron Bartholomew

Software Engineer, Technical Leader

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Experienced Software Engineer and Technical Leader with 15 years of expertise in scalable APIs, cloud services, and web development. Specializing in leading transformative projects and guiding teams to innovate robust technology solutions that enhance user experiences and business operations. Seeking to join a high-impact team to drive technological excellence and pioneer innovation in novel ways.

Technical Experience Highlights

Languages, Frameworks, Libraries, and Databases:

JavaScript, TypeScript, NodeJS, Ruby, Rails, Sinatra, PHP, Relational Databases (Postgres, MySQL), NoSQL / Document Databases (MongoDB, DynamoDB), NGINX, React, Go, HTML/CSS

High Level Technologies & Concepts:

Domain Driven Development, Service Oriented Architecture, Microservices, Serverless, REST API Development, Front End Engineering, Analytics, Scrum & Agile Methodologies, Cloud Systems (AWS, Azure, GCP), Git, CI/CD, Cloud Automation, Background Queues, Docker, Containerization, Unit & Integration Testing

Employment History

Trust & Will, San Diego — *Staff Software Engineer*

July 2021 - Present

- Led and mentored a team of 4 platform engineers and worked as an individual contributor converting a monolithic application into scalable microservices in NodeJS & TypeScript on AWS
- Architected & developed a file upload service on top of S3 block storage that acts as the backbone to Trust & Will's document upload flow
- Architected, and led development of a new authentication & accounts service, which enabled SSO integrations for banking partners, 2FA, account-to-account access sharing, and more
- Architected & developed a headless commerce service to be used across all products & brands
- Architected & led development on a scalable service for generating PDF documents from structured data, reducing time for product teams to develop & implement PDF output artifacts by 80%
- Created cross-application logging and alerting, resulting in decreased error rate across the entire application stack and higher levels of stability for end users. Brought these systems into DataDog to provide stakeholder visibility
- Developed a private NPM module to act as a unified SDK for all Trust & Will services, providing shared backend code & SDKs for our team of developers. This allowed engineers to move and ship code faster
- Introduced & evangelized team-wide semantic versioning, deploy automation, and testing initiatives which yielded higher deploy frequency (~35% increase week over week) with a much higher level of quality (~40% reduction in critical bugs / hotfixes)
- Evangelized code standards / style guides / software best practices across all engineering teams, and mentored other team leads to promote these high quality standards across all arms of the organization

Polymath, San Diego — *Software Engineering Lead / Founding Partner*

December 2016 - July 2021

- Managed and assisted with hands on full stack development of multiple large scale ecommerce builds, and marketing site rollouts & website launches for high profile clientele in the YouTube & Twitch space including creators such as MrBeast, Mega64, PrestonPlays, and others
- Architected and Developed a donation platform for MrBeast's Philanthropic organization, enabling tens of thousands of donations in the weeks following its launch
- Led development MrBeast's Feastables launch website, which served tens of thousands of orders on the week of launch.
- Architected and Developed the Polymath Headless CMS, a multi-tenant SaaS built in Ruby on Rails, which decreased website build times for clients by almost 30%
- Developed cloud-based web crawlers to automate our marketing team's website monitoring & optimization efforts, and provided self serve visualizations of the results through Grafana.

Intrepid Studios Inc, San Diego — *Senior Platform Engineer*

July 2018 - January 2020

- Architected & Developed Account & Billing System Intrepid Studios games, working as a developer on core platform services, primarily backend with occasional assistance in frontend engineering
- Developed internal APIs for in-game purchase fulfillment, account linking with third parties, and other internal use cases. Provided client side SDKs for use in these systems
- Developed microservices to support customer service tooling, BI, headless commerce, partner integrations, and more
- Developed features and functionality for the Intrepid Studios game launcher in React and Electron
- Led migration of cloud services from Azure to AWS
- Took on the role of technical lead for the Platform team, with 3 direct reports

Daybreak Game Company LLC, San Diego — *Senior Web Engineer*

September 2017 - June 2018

- Built multiple JavaScript powered event pages & broadcast tools to track game tournament progress for high traffic events such as TwitchCon and Dreamhack
- Built the Daybreak Insiders application using Postgres, Angular, NodeJS and Express
- Built the MyH1Z1 Leaderboards system using Angular, used to showcase large scale esports events
- Developed an unreleased creators portal for H1Z1 that would have allowed Twitch streamers to tailor game modes for their communities
- Assisted in systems development of internal tooling for managing game servers on H1Z1 Battle Royale

LeaseLabs, San Diego — *Web Development Manager / Sr. Engineer*

January 2015 - December 2016

- Directly managed a team of 10 Web Developers, and worked both hands on as an IC (frontend) and in a management capacity for over 200 website launches
- Aided in the development of a proprietary CMS Platform for the multifamily housing industry used by thousands of organizations nationwide
- Created a website automation system that enabled our dev team to cut down build times by ~40%
- Developed apartment finder app using Angular & Ruby on Rails

Power Digital Marketing, San Diego — *Lead Web Developer*

December 2013 - January 2015

- Developed and led development of ecommerce websites for small and medium sized businesses

Sony Online Entertainment, San Diego — *Web Developer*

Feb 2009 - November 2013

- Developed game launchers using Python, data-driven player stats websites using JavaScript, marketing websites and other web experiences in support of Sony's AAA game launches
- Participated in multiple large scale game launches, including DC Universe Online, PlanetSide 2, and multiple expansions to the EverQuest franchise
- Developed a live streaming integration for the launch of PlanetSide 2 using the Twitch/JustinTV API and internal live game data to show live stats for creators who were actively playing our game

ADDITIONAL QUALIFICATIONS

- 7+ years experience with DevOps & modern cloud platforms (AWS, Azure, GCP)
- 7+ years experience with workflow (CI/CD) automation through multiple providers (CodePipeline, Github Actions, etc)
- 8+ years experience managing and mentoring teams of developers, both as a direct manager & as a tech lead
- Active learner; always keeping up to date with new and developing standards
- Highly motivated self starter
- Above-average debugging, and analytical skills