Aaron Bartholomew

Backend Software Engineer

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LinkedIn | Github

Experienced Software Engineer and Technical Leader with 15 years of expertise in developing scalable APIs, cloud services, and web applications. 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, Go, NodeJS, Ruby, PHP, Relational Databases (Postgres, MySQL), NoSQL / Document Databases (MongoDB, DynamoDB), Redis, NGINX, React, HTML/CSS

High Level Technologies & Concepts:
API Development, Service Oriented Architecture, Microservices, Serverless, Data Modeling, Front End Engineering, Domain Driven Development, Observability (Grafana, Datadog, Cloudwatch), Scrum & Agile, Cloud Providers (AWS, Azure), Git, CI/CD, Cloud Automation, Background Queues, Docker, Containerization, Unit & Integration Testing

Employment History

Staff Software Engineer - Backend

Trust & Will | San Diego, CA (Remote) | July 2021 - Present

- Worked as an individual contributor and team lead converting a monolithic application into scalable microservices in NodeJS, TypeScript, and Go on AWS
- Architected & developed a file upload service on top of S3 block storage that acts as the backbone to Trust & Will's document uploads
- Developed CDK integrations in the Go programming language to automate cloud deployments, and let users self-serve access in AWS
- Architected, and led development of a new authentication & accounts service, which enabled SSO integrations for banking partners, 2FA, account-to-account access sharing through RBAC
- Architected & developed a headless commerce API integrated with Stripe checkout to be used across all products & brands
- Architected & led development on a scalable service for generating PDF documents from structured JSON data, reducing time for product teams to develop & implement PDF output artifacts by 80%
- Created cross-application observability (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 and Grafana to provide stakeholder visibility.
- Developed a unified SDK in TypeScript for all Trust & Will services, providing shared backend code & SDKs for our team of developers through a private NPM module, allowing engineers to ship code faster
- Introduced & evangelized team-wide semantic versioning, deploy automation through Github, and automated testing initiatives in our pipelines which yielded higher deploy frequency (~35% increase week over week) with a much higher level of quality (~40% reduction in critical bugs / hotfixes)

Founding Engineer

Polymath | San Diego, CA (Hybrid) | December 2016 - July 2021

- Directed and contributed to all full stack development of multiple large scale web application builds & merchandise website launches for high profile clientele in the YouTube & Twitch space including creators such as MrBeast, Mega64, PrestonPlays, and others.
- Developed a donation platform for MrBeast (React on the frontend, and Go for backend APIs), enabling tens of thousands of dollars in 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 our clients by ~30%
- Developed cloud-based web crawlers to automate our marketing team's website monitoring & optimization efforts; provided self serve visualizations of the results through Grafana.

Senior Platform Engineer

Intrepid Studios | San Diego, CA | 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 in Go and NodeJS to support customer service tooling, BI, headless commerce, partner integrations, in-game item fulfillment and more
- Developed features and functionality for the Intrepid Studios game launcher/patcher in React and Electron, porting over from a legacy C++ launcher
- Led migration of cloud services from Azure to AWS
- Took on the role of technical lead for the Platform team, with 3 direct reports

Senior Software Engineer

Daybreak Game Company LLC. | San Diego, CA | September 2017 - June 2018

- Built multiple websocket 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

Web Development Manager

LeaseLabs | San Diego, CA | 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

Lead Web Developer

Power Digital Marketing | San Diego, CA | December 2013 - January 2015

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

Web Developer II

Sony Online Entertainment | San Diego, CA | February 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

ADDITIONAL QUALIFICATIONS

- 7+ years experience with DevOps & modern cloud platforms (AWS, Azure)
- 7+ years experience with workflow automation (CI/CD) through multiple providers (CodePipeline, Github Actions, etc), both with first party and third party tooling to provide infrastructure as code
- 8+ years experience managing and mentoring teams of developers, both as a direct manager & as a tech lead
- Track record of self-directed learning and rapid adaptation to new technologies
- Known for taking initiative in identifying and solving complex technical challenges
- Experienced in diverse work environments (on-site, hybrid, and fully remote)