Brian Misiak

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15 years of experience. Designed an RPG and grew the community from zero to hundreds of thousands of players. Personal hardware projects with embedded software. Passionate about security, efficiency, Rust, concurrency, IPv6, Unicode, cryptocurrency, e2e encryption.

Senior Full-stack Engineer at TravelBank

2019-2021

- Led development & delivery of international currency support across platforms. Enacted team best practices on correct handling of dates and monetary data.
- Worked on flight/hotel search engine, merging data from multiple providers. Decimated flight search latency by profiling and removing avoidable allocations etc.
- Fixed data consistency between microservices, Loopback, MongoDB, Redis and frontends by refactoring for strict typing and null checking

Founder, CEO, online RPG lead developer at net4game

2008-2019

- Lead back-end development. Grew the project to a majority market share of its niche. Orchestrated a merger with a competitive project.
- Architected and developed gameplay in C/C++/PAWN/Rust/handcrafted SQL, with tons of anti-cheat and abuse prevention and monitoring measures.
- Profiled and improved performance in critical areas to avoid latency spikes
- Deployed CI/CD including automated tests via GitLab
- Wrote the website and REST microservices in TypeScript/node.js, Rust and PHP
- Administered the MySQL 8 database and servers on bare-metal Linux machines
- Built and supervised remote team of 5 developers and 30 gamemasters/moderators
- Monetized the freemium game by developing an in-game Forex exchange and two currencies, encouraging 80% of players to use paid services and items
- Identified issues ripe for automation which reduced support inquiries by 90%
- Maintained a non-inflationary economy encompassing a real estate/vehicles market, organized crime, police, court trials, diverse businesses, furnishing of buildings etc.

Freelance full-stack software developer

2004-

- Overbrowsered a Mac App Store utility app, written in Swift
- Contributions to open-source projects related to Rust
- Some experience solving React/Redux/Ruby on Rails issues
- Utility apps for Windows in C#/.NET; node.js Reddit clone; PHP WordPress plugins