

Benjamin Neil

A seasoned engineering executive adept at cultivating and expanding high-impact Platform and Infrastructure teams, backed by a demonstrable history of success in team development and scaling initiatives.

I believe in humane development practices, continuous improvement, automation and delivering results.

PROFESSIONAL EXPERIENCE

COMPLIABLE (formerly rebtric)

Chief Technical Officer

Denver, CO

Feb 2020–Present

- Co-founded Compliant and secured an initial investment of \$3 million to support the company's mission of aiding individuals in obtaining and maintaining licenses within the online gaming sector.
- Spearheaded the establishment and management of the Platform, Infrastructure, and Product teams to effectively support the company's objectives.
- Developed and implemented foundational policies and procedures crucial for the operational framework of the organization.
- Led the recruitment, professional development, and mentorship efforts for a team of eight skilled engineers, two product team members and one infrastructure team member fostering a culture of growth and innovation within the company.
- Struck a balance between product innovation and software development lifecycle (SDLC) efficiency, optimizing team performance and output.
- Served as the security officer, leveraging SecureFrame to strategize and successfully achieve SOC 2 Type 2 compliance for the company, ensuring data security and regulatory compliance.
- Member of the board of directors and spoke to engagements, technical achievements and milestone updates on the roadmap for quarterly goals.

REBTRIC

Chief Technical Officer / Consultant

Denver, CO

Nov 2016–Feb 2020

- Served as CTO during the early startup phase establishing many proof of concept applications to garner venture capital excitement.
- Was selected for the TechStars 2019 Western Union Accelerator Program, driving innovation in next-generation financial service solutions.
- Applied technical skills as a consultant to other firms to keep the company solvent while we found product market fit.
- Consultancy specialized in the modernization of DevOps and AWS pipelines for established companies.
- Collaborated closely with client teams to assess needs, design tailored solutions, and execute implementations aligned with business objectives and industry standards.
- Mentored developers in optimizing and implementing efficient DevOps practices within their Docker Enterprise environment. This included pipelines for Jenkins and Bitbucket as well as best practices for zero downtime deployments.
- Undertook diverse projects encompassing both greenfield and brownfield developments for clients operating within the medical industry. Projects deployed using containers into Mesos, Kubernetes and hybrid cloud environments.

APP THIS, LLC

Senior Full Stack Engineer

Denver, CO

May 2015–Nov 2016

- Spearheaded the modernization of CI/CD and built pipelines at AppThis, enhancing development agility and release efficiency.
- Successfully migrated the predominantly PHP ecosystem to Scala, leveraging the benefits of a more robust and scalable language for improved performance and maintainability.

- Implemented centralized logging systems and other production best practices, ensuring greater visibility, reliability, and operational efficiency for the startup's infrastructure.
- Collaborated with cross-functional teams to design and implement solutions tailored to the specific needs and goals of the organization, driving technological advancements and process optimization.

DIRE WOLF DIGITAL

Senior Server Engineer

Denver, CO

Jul 2011–Mar 2015

- Led the development efforts at DWD for the Pokemon Online Trading Card Game, starting with the migration of legacy code and databases from an established online game with over 15,000 customers.
- Spearheaded the migration of infrastructure to AWS, ensuring scalability, reliability, and cost-effectiveness while collaborating closely with the product team to enhance game features and user experience.
- Designed and implemented a tournament system to facilitate competitive gameplay experiences, enhancing user engagement and retention.
- Developed and deployed a chat system within the game platform, fostering community interaction and social engagement among players.
- Implemented an on-demand feature flag system to enable flexible and controlled feature releases, allowing for seamless integration of new functionalities while minimizing disruption to ongoing gameplay experiences.

SONY ONLINE ENTERTAINMENT

Lead Web Developer

San Diego, CA

Jun 2006–Jul 2011

- Played a pivotal role at SOE in conceptualizing, creating, and expanding the functionality of the Everquest 2 players website, enhancing user engagement and community interaction within the gaming ecosystem.
- Contributed to the development and maintenance of various games within the SOE catalog, leveraging expertise in web development and gaming technologies to enrich player experiences across multiple titles.
- Collaborated with cross-functional teams to gather requirements, design features, and implement solutions aligned with the vision and objectives of the company and its gaming portfolio.

EDUCATION

DEVRY UNIVERSITY

Bachelor of Computer Information Systems

Phoenix, AZ

2003

ADDITIONAL SKILLS

- **Cloud:** Amazon Web Services, Google Cloud Platform, etc.
- **Orchestration:** Kubernetes, ECS, Docker Swarm, Bare Metal, etc.
- **Programming Languages:** Go, Ruby, Javascript, Typescript, Scala, Bash, Python, etc.
- **Data Stores and ETL:** PostgreSQL, SQLite, Redis, Elasticsearch, Amazon DynamoDB, Apache Kafka, NATS, RabbitMQ, etc.
- **Tooling:** Terraform, Vault, Helm, Traefik, Linkerd, Consul, NGINX, GitHub Actions, GitLab CI, etc.