






# BRADLEY MADER

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## ABOUT ME

Backend Software Engineer with extensive experience building enterprise scale and distributed applications and a passion for maintainable Kubernetes configurations, elegant tooling and clean, maintainable code.

## WORK EXPERIENCE

### SOFTWARE ENGINEER

Electronic Arts - Seattle, WA (July 2022 - Present)

- Engineered features and designed necessary components for massive distributed cloud event streaming service intended for millions of users with minimal latency.
- Performed load testing and optimized distributed Go application hosted on AWS from inception (maximum capacity of approximately 100k users) through 2.6M users.
- Increased memory performance of custom load testing image from max of 2k users per 6 GiB replica to 15k users per 6 GiB replica resulting in 7.5x drop in required resources for load testing.
- Analyzed and compared distributed database options between AWS Aurora and Yugabyte solutions with performance comparisons. Developed indexes and worked on data sharding optimizations specific to both platforms.
- Enhanced and analyzed metrics and logging for large-scale distributed application and built additional Grafana visualizations to assist with future diagnostics.
- Informed key performance decisions related to service resilience, data architecture, database resourcing and access patterns, and kubernetes configurations and resource scale.
- Built out tooling within CLI to easily test and log performance and execute common functionalities within distributed applications.
- Proposed and provided tooling solutions in C++ and C# WPF for design and engineering workflows to improve partner team satisfaction.
- Maintained Jenkins code and data pipelines to provide status of builds and perform automatic code migrations between development lines.
- Mentored new and existing employees by educating on how to contribute to game team projects, navigate complex development line configurations in Perforce.

### SOFTWARE DEVELOPER

BECU - Tukwila, WA (October 2018 - July 2022)

- Retired existing legacy CRM application with successful replacement or enhancement of user workflows and legacy backend services.
- Onboarded PEGA to BECU and worked with a small cross-discipline team to conceptualize the application MVP, propose and defend architectural patterns for secure data access from external applications, and implement necessary front and backend systems to prove viability.
- Engineered scalable and high volume C# .NET REST APIs sourcing data from multiple backend systems in a high security environment.

- Worked to rigorously define best practices with regard to development processes and work onboarding.
- Developed and automated UI testing suite for Pega platform application.
- Proposed and prototyped Azure cloud native solutions for API Proxies, Docker container deployments, and API Stubs for larger adoption by the organization.
- Drove quality and security through application of robust Code Review process for Pega, Backend C#.Net APIs, and SQL Packages.
- Diagnosed and triaged production issues using Azure analytics and alerts, Splunk logs and Pega platform logging and diagnostics.

## PERFORMANCE ANALYST

BECU - Tukwila, WA (July 2016 - October 2018)

- Created and employed data models to inform business decisions relating to unit and high level forecasts, KPIs and production targets.
- Drafted and presented business plans for onboarding PEGA and Verint software and presented to organizational leadership and board. Both of these tools went on to massively benefit data reporting and reduce cost for the organization.
- Enforced strict data integrity standards among enterprise data as a representative of the Data Governance Group.
- Annotated and maintained data dictionaries for proper documentation of data usage and security requirements.

## EDUCATION

### OREGON STATE UNIVERSITY

B.S. Computer Science  
2014 - 2016

Rigorous Computer Science curriculum including advanced algorithms work, cloud computing theory and technologies, software engineering architecture and computer architecture coursework. (G.P.A 3.6)

### WASHINGTON STATE UNIVERSITY

B.S. in Biology  
2011-2012

Strong science curriculum focusing on science and mathematics coursework including calculus, physics and biological algorithm coursework. (G.P.A. 3.5)

## SKILLS

- |              |            |             |          |
|--------------|------------|-------------|----------|
| → Go         | → AWS      | → REST APIs | → CI/CD  |
| → C#         | → Azure    | → gRPC      | → Agile  |
| → Kubernetes | → Git      | →           | → Devops |
| → Docker     | → Perforce |             | → SDLC   |
| → Sql        | → Grafana  |             |          |
| → PostgresQL |            |             |          |