

Bradley Mader

Software Engineer focused on collaborative problem solving, tooling, cloud native technologies, and full-stack engineering.

Electronic Arts, Seattle, WA – Software Engineer

July 2022 - Present

Established process to increase usability of Frostbite Engine by directly liaising with partner game teams.

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.

Coordinated major and patch releases to be taken by game teams and assisted teams in debugging, performance monitoring and defect resolution.

Mentored new and existing employees by educating on how to contribute to game team projects, navigate complex development line configurations in Perforce.

Improved breakage resolution times by implementing an auto-triaging service on partner development lines.

BECU, Tukwila, WA — Software Developer

October 2018 - July 2022

Retired existing legacy CRM application with successful replacement or enhancement of user workflows and legacy backend services.

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.

Drove quality and security through application of robust Code Review process for Pega, Backend C# .Net APIs, and SQL Packages.

BECU, Tukwila, WA — Performance Analyst

July 2016 - October 2018

Created and employed data models to inform business decisions relating to unit and high level forecasts, KPIs and production targets..

Enforced strict data integrity standards among enterprise data.

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SKILLS

Go, C#, C++

React.js

Docker, Kubernetes

Sql, MongoDB

CI/CD, Agile, DevOps

Git, Perforce

Education

Oregon State University

B.S. Computer Science

January 2014 - May 2016

Washington State University

B.S. Biology

January 2011 - May 2012