Bradley Mader

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

Work Experience

Software Engineer - Electronic Arts - Seattle, WA   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.

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.

- 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.

Associate Software Developer - BECU - Tukwila, WA   **July 2016 - October 2018**

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Performance Data Analyst - BECU - Tukwila, WA   **October 2014 - July 2016**

- 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.

Education

B.S. in Computer Science - Oregon State University   **January 2014 - May 2016**

B.S. in Biology - Washington State Universi   **January 2011 - May 2012**

Skills

Programming Languages:
Platforms:
Tools: