brian stoker

Experienced Lead Full Stack Software Engineer

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EXPERIENCE

Stoked Consulting — Owner, Engineer

MARCH 2010 - PRESENT - AUSTIN, TX

Custom software solutions for a wide range of industries. Initial and primary focus was building and maintaining a custom web application for a large car dealership chain in Houston.

The system continuously merged various data sources and provided a web application front end which provided a holistic view of operations. The data generated from this system was the catalyst for a couple major shifts in the organization from product line to employee compensation.

Recently released a suite of open source react components focused around video editing called Stoked UI (stoked–ui.com).

Aristocrat Games— Sr. Software Engineer

OCTOBER 2023 - MAY 2024 - AUSTIN, TX

Contracted to work on a intranet web application to improve sharing between studios. Focused on a Tutorial / Video Editing and sharing system and a front end for an internal confluence repository using Blazor and MUI.

Curb Energy — Sr. Software Engineer

FEBRUARY 2000- APRIL 2023 - AUSTIN, TX

Built several valuable software solutions including cenv, peak, and an energy scoring tool.

Phaserlock Interactive — Sr. Software Engineer

AUGUST 2018 - SEPTEMBER 2019 - AUSTIN, TX

Hired on as a consultant to drive the development of their Final Assault VR RTS to completion on Occulus and Playstation.

SKILLS

greenfield solutions – gathering requirements and coding to completion new software solutions in a wide variety of industries

leadership – experience managing large teams of both highly skilled engineers working on cutting edge solutions as well as legacy systems

tool building – designing and implementing tools that improve engineering team effectiveness by streamlining complicated or relatively unknown systems

PROJECTS

Stoked–UI.com – open source react video editor using based on the MUI framework

cenv – open source cli that assists in managing application, infrastructure, and configuration management on AWS w/ CDK

AAA Games:
 – Silent Hill Homecoming
 – Age of Empires 3
 – GI Joe

911 Inform – active shooter system for public schools contracted by consulting client.

LANGUAGES

 – Typescript
 – Javascript
 – Python
 – C#
 – Java
 – C
 – C++
 – ANTRL

BMC Software — Product Development Manager
FEBRUARY 2016 - MAY 2018 - AUSTIN, TX

Built and led a world class team of software engineers on a SAAS machine learning product. Designed and coded a query grammar which was responsible for user facing elastic search queries.

NextGen Healthcare — Development Manager
JUNE 2010 - JANUARY 2016 - AUSTIN, TX

Managed the NextGen Financials team, which was a billing solution for hospitals originally built in the late 80s. Started just after the aquisition of this software product and tasked with modernizing the teams software development practices as well as solving some large outstanding issues.

Double Helix Games — Software Engineer
JUNE 2007 - JANUARY 2010 - NEWPORT BEACH, CA

Worked on the tools and engine team supporting three simultaneous AAA games at once. Developed plugins for 3d Maya and 3d Studio Max. Built custom material editor that allowed designers to see levels and characters in the design environment as they would look in game.

Big Huge Games — Software Engineer
OCTOBER 2006 - JANUARY 2007 - TOWSON, MD

Worked with a small team on Age of Empires 3 and a couple other minor projects.

Allied Home Mortgage — Software Engineer
JUNE 2002 - JANUARY 2003 - HOUSTON, TX

Built the new EIDR system which allowed 600 branch offices around the country to process over 12 billion dollars worth of home loans a year online for the first time.

Enerva Software — Web Dev / Product Mgmt.
FEBRUARY 2000 - MAY 2002 - HOUSTON, TX

Web dev and asked to design and plan feature releases for our flagship content management system Content Speeder.

EDUCATION

Full Sail University — Computer Science
OCTOBER 2006 - WINTER PARK, FL

My team's final project won the top prize and there was even an acquisition attempt made on the game we designed.