brian stoker

Experienced Lead Full Stack Software Engineer

# EXPERIENCE

**Stoked Consulting** — Owner, Engineer

MARCH 2010 - PRESENT - AUSTIN, TX

Custom software solutions for a wide range of industries.

**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.

**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.

**Double Helix Games** — 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.

# 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.

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**SKILLS**

greenfield solutions - gathering requirements and coding to completion new software solutions for 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 client side video editor using react 18 and based on the MUI Framework (Alpha\*)

# 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,

C#, Java, Python, ANTRL, C, C++, etc..