# Brian Sobodacha

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## Objective

Staff software engineering position in a mission-driven organization with room to further develop my leadership skills

## Experience

OpenTable, Inc., San Francisco, CA · Senior Software Engineer · October 2022 - present
- Restaurant Core Backend team

Humble Bundle, Inc., San Francisco, CA · Staff Software Engineer · Mar 2020 - October 2022
- Tech lead on Infrastructure team
- Mentored junior engineers across the department, promoting growth at both the individual- and company-level
- Spearheaded the transition of a 10 year-old codebase to Python 3 and App Engine Second Generation
- Maintained a realtime data warehouse using BigQuery, Pub/Sub, and Dataflow
- Developed and maintained a pipeline to ingest raw sales data and produce daily reports
- Configured dashboards and alerting systems, reducing incident response times from hours to minutes

Glu Mobile, Inc., San Francisco, CA · Senior Software Engineer · Apr 2018 - Feb 2020
- Full-stack gameplay and UI development on Disney Sorcerer's Arena
- Implemented Clubs and Chat features to encourage social gaming
- Assisted with User Interface iteration in conjunction with UX and Art teams
- Iterated on combat systems, cinematics, and in-game shop

Humble Bundle, Inc., San Francisco, CA · Senior Software Engineer · Nov 2013 - Apr 2018
- Tech lead on Subscription team
- Oversaw development and operation of a monthly subscription serving hundreds of thousands of customers
- Developed full-stack web apps to facilitate customer, partner, and employee interaction with the site
- Designed, implemented, and optimized internal tools at scale

BioWare Mythic, Fairfax, VA · Software Engineer · Mar 2010 - Oct 2013
- Client UI and gameplay development on Warhammer Online and Dungeon Keeper Mobile
- Integrated Wwise audio engine into Warhammer Online
- Shipped Ultima Online: High Seas booster
- Maintained Ultima Online clients, server, and in-house tools

BioWare Mythic, Fairfax, VA · Software Engineer Intern · May 2009

- Aug 2009

- Profiled and optimized the Ultima Online client
- Created tools to automate asset packaging and management

Electronic Arts Tiburon, Orlando, FL · Software Engineer Intern · May 2008 - Aug 2008

- Researched plugin development for central game automation framework
- Designed scripts for automated testing of player attributes

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## Skills

- Languages: Python, JavaScript, SQL, CSS, C++, C#, Go, Lua, shell scripting
- Platforms: Windows, Mac, Linux, iOS, Google Cloud, Docker, Kubernetes
- Software: Visual Studio, VS Code, XCode, Vim, Git, Perforce, Flask, Jira, Jenkins, Unity, MongoDB
- Disciplines: Web development, software design, payment systems, databases and