

BRIAN SOBODACHA

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Experience

OpenTable, Inc., San Francisco, CA • Senior Software Engineer • October 2022 - present

- Availability Planning, Events, and Experiences (APEX) team
- Modernized a codebase using domain-based methods, reducing technical debt, eliminating support requests, and improving debuggability
- Converted AngularJS applications to React, improving usability by leveraging a common library of UI elements

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

Skills

- Languages: Python, JavaScript, SQL, CSS, C++, C#, Go, Lua, shell scripting
- Platforms: .NET, Mac, Linux, iOS, Google Cloud, Docker, Kubernetes
- Software: Git, Perforce, Jira, Jenkins, Unity, Flask, ASP.NET, MongoDB, Kafka, React
- Disciplines: Web development, software design, payment systems, databases and data warehouses, game development