

ErikAnthony Harte´

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A senior level manager and developer with a 20 year track record of leading great teams and building innovative, exciting software.

Professional Experience:

Very Very Spaceship (2024 - present)

Engineering Director

I led the team of engineers at VVS as we successfully built a playable prototype game for our new intellectual property MASSIVE.

- Collaborated closely with the Art Director and Game Director to define the engineering roadmap assuring it aligned with the project goals and timeline.
- Leveraged Unity, Photon Fusion, and C# to deliver the prototype on an accelerated timeline, despite severe budget constraints
- Managed and mentored a diverse team of senior engineers in a dynamic startup-like environment.
- Established coding standards, conducted code reviews, and made key technology choices to ensure high-quality development while giving us both speed and flexibility

RecRoom (2020 - 2023)

Senior Software Engineer

As the initial engineer on RecRoom's Trust and Safety team my mission was to help RecRoom be a safe, inviting, and inclusive place for people from all walks of life. I designed, built and improved tools and features that provided text, speech and image content moderation and scale to hundreds of millions of users.

- Designed and implemented a stochastic voice moderation system which increased automated moderation effectiveness by over 90% without increasing Azure cloud service costs. The system uses Thompson Sampling to increase the likelihood of examining and mitigating bad actors while limiting adverse effects on the majority of users. The sampling system was built in C# using relational and non-relational databases in Azure.
- Working closely with a team of staff and volunteer content moderators, built and improved tools for manual reporting and moderation of content.
- Built and improved automated features for text, voice and image moderation in collaboration with product managers and engineers from 3rd party services such as Modulate, Hive AI, WebPurify, and Thorn
- Built and supported cloud based web micro-services built in C#/Javascript using Microsoft Sql Server, Redis, and Cosmos DB

Electronic Arts (2016 - 2020)

Software Engineer III

As a senior developer on the GamePlay Services team, I designed and built major game features and elements, and provided operations support for several successful EA titles such as FIFA, Madden Football, Need For Speed, and Plants vs. Zombies.

- Led design and development for a major game feature, Derived Statistics in Java, Scala and Microsoft Sql Server with junior developers in Seattle, Vancouver, and Romania
- Developed code and scripts, and conducted in-depth load testing and analysis using Gatling, Graphite, Grafana, and JFR
- Served as product manager and scrum leader for several new features and service improvements
- Led DevOps support for production EADP services on AWS, including bug resolution and management and performance mitigation

Disney Interactive (2012 - 2016)

Senior Server Engineer

As a senior member of the server-side team, designed and built major game features and elements, and provided 24x7 operations support for two new successfully released titles: Marvel Avengers: Tactics and Marvel Avengers Alliance II. Provided feature development support for the wildly successful title Marvel Avengers Alliance.

- Led design and development for a major game feature, Player vs. Player combat (PvP).
- Built server-side game features in Java and accompanying web frontend elements in Unity/C#
- Provided game design and tuning support to our Design and BI teams by building software simulations of game features in Java
- Conducted regular root cause investigations and management presentations as part of 24x7 operations support

Gazillion Entertainment (2012 - 2013)

Game Server Consultant

Retained as independent database consultant for Gazillion's Marvel SuperHero Squad, a massively multiplayer online game (MMO) after its acquisition from The Amazing Society.

- Provided technical guidance and support for MySQL databases supporting the game.
- Mentored and advised new junior engineers on game architecture and features.

The Amazing Society (2010 - 2012)

Senior Server Engineer

As member of a four-engineer team that developed and supported the server-side infrastructure behind Marvel Super Hero Squad Online, a browser-based massively multiplayer online game (MMOG) with over 2.5 million registered users.

- Developed and maintained MySQL databases in pre-production and production environments, designed to scale to 100 million players.
- Developed game features in Java and Python including shopping, in-game challenges, auditing, and child-safe chat.
- Developed tools and utilities in Python to automate release and deployment of game server-side functionality to allow a small server team to support rapid development by the studio and 24x7 operations by our DevOps team.

RealNetworks (2007 - 2010)

Lead Software Development Engineer

Led a team of five database developers in designing, building, and maintaining a high-performance content management platform that supported RealNetworks' consumer services, including RealGuide, Rhapsody, film.com, RealArcade, and RollingStone.com. Platform was built using J2EE, Spring, Maven, Hibernate, and PL/Sql. Supported product through all lifecycle phases from requirements analysis and design to production.

- Led and trained my team in performing critical performance analysis and tuning of PL/Sql Oracle relational database applications.
- Trained and led an offshore database development team to enable development and 24x7 production support of our platform.
- Worked directly with external product teams, including supporting the successful separation and spinoff of Rhapsody in 2010.
- Prototyped a development project to replace existing Oracle databases with MySql databases for cost savings and increased flexibility.

SingingFish.com / AOL.com (2000 - 2007)

Development Manager / Principle Database Engineer

As one of its initial engineers, helped build and lead startup SingingFish.com to its successful \$40 million acquisition by Thomson, Inc. and AOL.

- Managed a team of six senior software engineers, which designed and built critical components of the SingingFish.com production workflow and search system.
- Built a prototype video search engine based on Oracle's Intermedia Text software and designed, implemented and maintained all databases supporting development and deployment of SingingFish.com's class leading streaming media search engine.
- Led tuning and performance analysis of Oracle databases and PL/Sql code supporting acquisition, maintenance and retrieval of 35 million audio/video assets with a sub-millisecond search response time.

Education:

University of Washington, Seattle
Computational Linguistics, Master of Science

University of Washington, Bothell
Computing and Software Systems, Bachelor of Science, *Faculty honors*

Patents:

Dynamic Soft Input

Application: 13/194975, Filing Date: 07/31/2011

A method of improving the efficiency of text input by dynamically resizing and repositioning a reduced set of keys according to their relative probability of being selected as the next user input.