

Harrison Wright - Software Engineer

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Summary

Software Engineer with an interest in performance, security, and business expediency. Production experience with C#, SQL, and JavaScript in multiple environments with and without various libraries and frameworks. Design, deployment, and troubleshooting experience within the AWS ecosystem including Cloudformation, Lambda, EC2, Elastic Beanstalk, IAM, and numerous other services. Always learning new and exciting ways to solve problems.

Skills

Proficient: SQL (MSSQL/PGSQL), Angular 4, React, ES6, jQuery, requirements definition, brainstorming, whiteboarding, prioritizing, rapid prototyping, expedient delivery.

Advanced: JavaScript, C#, .NET (framework, core, and standard), MVC, Git.

Expert: Written & verbal communication, learning, troubleshooting, teamwork, morale-boosting.

Recent Projects

HIDIVE: Aesir Media Group/Sentai Filmworks streaming venture launched in June 2017. Based on Amazon Web Services, C# MVC, and Javascript. I have contributed elements to the front and back end - new functionality and migration of existing functionality to serverless systems based on AWS lambda as well as internal reporting and content management tools.

Monolith - RP: A community driven role playing game built on the source engine written in LUA by programmers from Europe and South America with graphics done by various North American designers. 1,000+ registered users, sold to 3rd party. I assembled the team and acted as project and community manager.

Experience

Aesir Media Group / HIDIVE
Software Engineer I/II

Houston, Texas
Nov 2017 - Current

- Collaborated with a small team of developers to support HIDIVE and deliver 1.0 release from beta.
- Worked in an agile environment with an emphasis on quality - including daily standups, extensive design/implementation review, code review, and thorough developer/QA testing.
- Participated in requirements definition, development, testing, and production deployment of various improvements and additions to a widely used video streaming service.
- Owned Subscription Management, Quality of Service analytics, the app API, supported and extended many other systems.
- Mentored new hires and provided guidance to fellow developers.
- Supported legacy web resources in various formats.

Acadia Custom Builders
Purchaser

Houston, Texas
Dec 2014 – Apr 2017

- Assisted in the direction and execution of all phases of residential, small scale commercial, and church construction projects from permitting to closing.
- Modernized and streamlined company processes and record keeping using cloud services.
- Established and maintained professional relationships with suppliers and subcontractors.

Monolith Servers
Founder

Houston, Texas
Oct 2015 – Nov 2016

- Initialized and maintained a remote dedicated Windows Server 2012 box using the LAMP stack to maintain and link a PHP website with transaction handling to our game data via MySQL.
- Built, coordinated, and lead a team across three continents to produce a game.