

James Lynn

<https://jameslynn.net> • jamespdlynn@gmail.com • (404) 374-9001

Role

Full-Stack Software Engineer / Technical Architect specializing in Mobile Game Development, AWS Server Infrastructure, Micro Services, and Reactive Programming.

Skills

- **Primary Programming Languages:** C#, Javascript, Java
- **Secondary Programming Languages:** Python, Scala, Bash, Groovy, PHP, Actionscript
- **Back-End:** NodeJS, Amazon Web Services, Nginx, Docker, Java EE, Tornado, Apache, Glassfish, Jenkins, Memcache, Fastlane, Mocha, JUnit
- **Web Front-End:** HTML5, CSS3, ReactJS, AngularJS, BackboneJS, WebPack, LESS, JQuery, Bootstrap, Adobe Flex/Flash
- **Game Engines:** Unity 2017-2022, Phaser
- **Databases:** MongoDB, Redis, Couchbase, PostgreSQL, MySQL, Microsoft SQL Server
- **Data Transfer:** REST, SOAP, CORS, AJAX, JSON, AMF, RabbitMQ, Kafka, Websockets
- **Operating Systems:** OSX, Windows, Ubuntu/Debian Linux
- **Revision Control:** GIT, SVN, Perforce
- **Software:** IntelliJ, Visual Studio, VS Code, Eclipse, Vim, Unity Editor, Photoshop, Flash Builder, Vagrant, VMWare, Putty, MongoDB Atlas, OpenSSH, Wireshark, Postman, ITerm2, Jira, Bamboo, Stash, GitHub

Education

The University of Georgia

Bachelor of Science in Computer Science
Minor in Philosophy

Athens, GA
August 2009

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Certifications

LPI Linux Essentials Professional Development	September 2015
Oracle Certified Professional, Java SE 6 Programmer	March 2012
Adobe Certified Expert in Flex 3 with AIR	April 2009

Related Experience

512 Games, LLC.

<https://www.512games.com>

Founder/CTO

Austin, TX

May 2020-Present

- Founded **512 Games**: A company dedicated to the creation of social, multiplayer games for mobile devices. The company's feature product is the Play Pals character-builder meta game, where players choose between one of six customizable avatars to represent themselves while they play, and whom they can purchase and unlock new clothing items for as they progress. The Play Pals meta game code is designed so it can be integrated into just about any type of casual mobile game, with players able to share their account and avatar between games. All of the company's games are intended to be free to play, with monetization coming through in-app purchases and/or rewarded advertisements.
- Built **Play Pals: Word Jumble**: the first (and currently only) game to integrate the Play Pals metagame and avatars. It is a multiplayer "Word-Finder" similar to the popular Hasbro game "Boggle". The client app is built with the Unity game engine in C# (which gets transpiled into separate native iOS and Android codebases at build time), and communicates to the 512 Games AWS server stack primarily using REST API calls over HTTP(s). Word Jumble is currently available for the majority of iOS and Android devices, and holds a 4.8 star rating in both the Apple and Google Play App stores.
- Architected the entirety of the 512 Games custom AWS server infrastructure in a manner that favors low-latency and high-throughput data transfer, while keeping overall costs to a minimum. Server API code is written in NodeJS and deployed to a dynamic auto-scalable number of load-balanced EC2 instances using Elastic Beanstalk. The primary database is a MongoDB NoSQL cluster, while two ElastiCache Redis replica instances help reduce database load, by functioning as a temporary shared in-memory cache. Private S3 buckets are used to store each game's remote Unity Asset Bundles and other large binaries, all of which are downloaded to their appropriate client devices via the CloudFront content distribution network.

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Mitosis, Inc.

New York, NY

Technical Architect

November 2017-May 2020

- Worked as a Technical Server Architect and Game Developer for Mitosis: A Soho-based Startup Mobile Game company with over 6 million dollars in venture capital funding.
- Built and managed the entirety of the company's AWS infrastructure to service its two main games: Magic Meadow (Match3) and Millionaire Mansion (Slots), and their over 10 thousand combined daily users.
- Created the company's proprietary automated build pipeline using Jenkins and custom scripts written in a mixture of C#, Ruby, Bash and Groovy. The Jenkins server was distributed across four locally hosted Mac Mini to allow for concurrent isolated development and production builds.
- Built an internal CMS web application using ReactJS that hooked into our NodeJS API server and Redis Database Cluster. Application was used by our business analysts and data scientists, to easily run promotions and sales, lookup user account / analytics data, and A/B test different features for both our games.

ADP Lifion

<http://www.lifion.com>

New York, NY

Lead Software Engineer

March 2016-November 2017

- Lead developer on the application lifecycle management (ALM) team for Lifion's proprietary OHCM platform: A large scale NodeJS MicroService application used to develop, publish and serve the next generation of ADP's human resource applications.
- Led a team of three other developers and one designer in creating the next version of the Platforms source control management (SCM) micro service using API driven design principles. Coordinated with project managers and other team leads to determine the overall architectural direction of the platform.
- Independently built the "Metadata Diff/Patch" tool: an NPM javascript library used to generate and patch an array of deltas given two JSON objects of the platform's proprietary Metadata format. Implemented a recursive tree search algorithm and a custom solution to the NP-Hard Longest Common Subsequence Problem in order to perform these operations using a minimal number of CPU cycles.

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Aristobot, LLC.

Founder/CTO

Austin, TX

May 2015-March 2016

- Created Chess Chaps, a mobile game used to play competitive online chess against other real world opponents. Client built using the Adobe AIR mobile framework (transpiled down to native Java and Objective C code). Client communicates over a RESTful API to Java EE server side application hosted on Amazon AWS. Chess Chaps sold over 500 units while on the Apple, Amazon and Google Play stores.
- Created HyperGalactic, a real time HTML5 2D multiplayer space shooter. Built using Node.js and communicates over binary Websockets. Data is converted from JSON to binary (and visa versa) before going over the network through my own binary protocol buffer library: MicroJS.

Inmar, Inc. (formerly Clarus Agency, LLC.)

<http://www.inmar.com>

Senior Software Engineer

Austin, TX

May 2013 - May 2015

- Cached digital coupon data from Inmar's proprietary DPN servers onto an independently hosted NodeJS server and MongoDB NoSQL database. Created a set of RESTful API endpoints to enable external applications to fetch the related data in a much more efficient and structured manner.
- Developed a fully responsive [front end web application](#), that allows users to view, clip and manage digital coupons from their desktop or mobile devices.
- Architected and developed multiple responsive web applications for large corporate clients such as Emerson, Oracle and Cisco, using a combination of front end technologies such as HTML 5, LESS, Backbone Marionette, RequireJS and Bootstrap.

Intific, Inc.

<http://www.intific.com>

Senior Software Engineer

Austin, TX

September 2012- April 2013

- Worked as part of an Agile team of six developers on the U.S government (DARPA) funded project *Social Action Storm*: a unique browser based game that combines features from various modern social media sites. Created to test DARPA's own algorithms for analyzing online community patterns. Helped guide the project from initial stages of development through full Beta release.

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HotSchedules, Inc.

<http://www.hotschedules.com>

Austin, TX

Software Engineer

October 2011- September 2012

- Implemented new features and bug fixes to HotSchedule's multiple platforms including the HTML web application, Flex content management application, and Java Android mobile application, along with the corresponding back-end Java/Microsoft SQL server code.

BancVue, LTD.

<https://www.bancvue.com>

Austin, TX

Front End Developer

November 2009-October 2011

- Developed the company's Flash based content management system *FirstBase* along with the Flex/AIR desktop application for the client facing personal finance manager [Kasasa 360](#).

Digital Positions, Inc.

<https://www.digitalpositions.com>

Atlanta, GA

Web Developer

May 2007–November 2009

- Built out over 25 dynamic, data-driven customer websites, using ColdFusion and Microsoft SQL Server coupled with front end XHTML and CSS.

Personal Portfolio

<https://jameslynn.net>

<https://512games.com>

[Play Pals: Word Jumble](#)

Open Source

<https://github.com/jamespdlynn/portfolio>

<https://github.com/jamespdlynn/microjs>

<https://github.com/jamespdlynn/backbone.ezbinding>