**Jesse Squire**

Manahawkin, NJ 08050

<https://www.jessesquire.com>

<https://www.github.com/jsquire>

**SUMMARY**

Seasoned technical professional with more than twenty years of diverse experience in various roles involving the architecture, development, delivery, and management of software products and the teams that deliver them.

* Held leadership responsibility for mission-critical infrastructure on one of Microsoft’s most visible products (Halo)
* Proficient with software delivery as part of distributed teams, comprised of remote members and/or offshore partners
* Thorough knowledge of software architecture, best practices, and industry trends
* Experienced in high-availability environments with extreme scale needs (topping several thousand requests per second)
* Skilled in service-oriented architecture, distributed systems, and reactive systems
* Familiar with a diverse set of platforms, languages, and tools
* Exceptional analytical, problem solving, critical thinking, and interpersonal skills

**TECHNICAL EXPERIENCE**

|  |  |
| --- | --- |
| *Languages:* | C#, ECMAScript/JavaScript, SQL, HTML, CSS, F#, TypeScript, Python, PowerShell, C/C++, Ruby, Visual Basic, Java, PHP, x86 Assembly |
| *Databases:* | SQL Server, Oracle, Azure Storage, Azure CosmosDB, MongoDB, MySQL, PostgreSQL, SQLite |
| *Platforms:* | Microsoft Azure, Web, Windows, Xbox, Linux |
| *Concepts:* | Object-Oriented Programming (OOP), Functional Programming (FP), Dependency Injection (DI), Automated Testing, Asynchronous Programming, Service Oriented Architecture (SOA), REST, Distributed Systems, Serverless, Messaging Systems, Software as a Service (SaaS), Command/Query Responsibility Segregation (CQRS), Multithreading, Aspect-Oriented Programming (AOP), Domain Driven Development (DDD), Test Driven Development (TDD), Eventual Consistency, Reactive Systems, Threat Modeling, Resiliency Modeling, Extreme Programming (XP), Scrum |
| *Technologies:* | Microsoft.NET, RESTful Services, WebAPI, ASP.NET MVC, Node.js, Azure Functions, Azure Service Bus, Azure Event Hubs, Azure Event Grid, Microsoft Orleans, Xbox Live, Xbox One XDK/ADK, Web Sockets, AMQP, Azure Service Fabric, Django (v1.4), Windows Communication Foundation (WCF), Windows Presentation Foundation (WPF), XML/XSL/XSD, Win32 API |
| *Tools:* | Visual Studio, Visual Studio Code, Git, Mercurial, Subversion, GitHub, Azure DevOps, Fiddler, Postman, AutoFac, Ninject, xUnit, NUnit, MSBuild, Octopus Deploy, Dapper, Entity Framework, Orchard, Solr, Elastic Search |

# PROFESSIONAL EXPERIENCE

|  |  |
| --- | --- |
| **Microsoft** | **March 2019 – Present** |
| *Senior Software Engineer, Azure Developer Platform* | (Remote Employee) Redmond, WA |

Senior Software Engineer on the Azure Developer Platform team at Microsoft, focused on ensuring that developers around the world have a first-class experience leveraging Azure services in their applications. Our goal is to build SDKs and tools for Azure that look and feel consistent with the language and technology stack that they are built on, and which provide an API that is intuitive and powerful for developers. Development is done in the open on GitHub, embracing community feedback and contributions to ensure that the products we deliver meet real-world needs and expectations. Selected projects:

**Azure SDKs:** The Microsoft Azure software development kits (SDKs) are a set of open source libraries and tools for developers building applications on the Azure platform. The goal is to provide a development experience that is intuitive, approachable, and which has been designed around real-world scenarios. Use of an SDK should look and feel consistent with the language and technology stack that an application is built on and the API of the SDK should clearly express the intent of the developer with minimal ceremony and boilerplate code. There should be consistency across the SDKs, so that those using multiple languages or technology stacks can leverage the Azure SDK in a familiar way.

|  |  |  |
| --- | --- | --- |
| ***Role:*** | ***Core Team Member*** |  |
| ***Team Size:*** | ***45+*** |  |
| ***Environment:*** | ***Azure Services, REST, .NET, ECMAScript/TypeScript, Node.js, Python, Java, Azure DevOps, Azure Resource Manager Templates (ARM), Markdown, GitHub, Open Source*** |  |

|  |  |
| --- | --- |
| **Microsoft** | **October 2017 – February 2019** |
| *Senior Software Engineer, Commercial Software Engineering* | (Remote Employee) Redmond, WA |

Senior Software Engineer for the Commercial Software Engineering group. We partner with Microsoft industry customers to help them achieve success with Microsoft platforms, services, and technologies such as Azure, Xbox, HoloLens, and Windows. Our goal is to meet partners where they are, coding together to solve real-world business problems and overcome technical challenges. To do so, we embrace a diverse set of tools, languages, and technical environments.

As these problems can often be things that others experience or are interested in, another of our core goals is to circulate our learnings so that they can benefit others. This typically takes the form of technical articles, conference talks, presentations at meet-ups, or participation in hackfests and other events.

|  |  |
| --- | --- |
| **Mimeo** | **April 2016 – September 2017** |
| *Principal Software Engineering Lead* | (Remote Employee) New York, NY |

Engineering Lead for the Product Technology team (10 engineers/management). Primarily responsible for managing a geographically distributed development team, the architecture and implementation of software, and collaborating with project management and product owners to prioritize, plan, and deliver business value through software. Also responsible for recognizing and championing improvements to the company’s technical stack, processes, and product offerings, coordination with other teams to identify shared technology and produce common services/libraries, and serving as the technical representation for executive product pitches/reviews. Selected projects:

**Mimeo Photos:** The company’s first consumer-centric offering, Mimeo Photos is an extension within the macOS Photos application, allowing users to design and order physical media such as photo books, holiday cards, and calendars using the images in their macOS photo library. My group was responsible for order fulfillment, after a purchase was made. Requests for fulfillment were received and handled in an asynchronous manner, starting with an API request that triggered a distributed workflow organized around commands. Designed to be resilient, the workflow is able to understand when critical dependencies are unavailable and perform both long and short period retries, raising alerts for human intervention when automated recovery is not possible. The software leverages Azure heavily as a platform and provider of services, building on top of App Services, Web Jobs, Service Bus, Azure Storage, and Application Insights.

|  |  |  |
| --- | --- | --- |
| ***Role:*** | ***Architect and Development Lead*** |  |
| ***Team Size:*** | ***4*** |  |
| ***Environment:*** | ***C#, Azure AppServices, Azure WebJobs, Azure ServiceBus, Azure Storage (blob), REST, WebAPI, Application Insights, Azure Resource Manager Templates (ARM)*** |  |

**Mimeo Hub:** A platform of microservices providing order-related operations to internal systems and external partners. Positioned as the central authority for orders within Mimeo, the hub has responsibility for handling order submissions and inquiries, performing a diverse set of tasks to guide and manage the order processing workflow, and making intelligent decisions regarding how orders can be produced and fulfilled to maximize company profitability. The Mimeo Hub platform was designed to be scalable, distributed, event-driven and reactive, taking advantage of concepts from Domain Driven Design (DDD) and Command/Query Responsibility Segregation (CQRS). The software utilizes Azure as a platform and provider of services, building on top of Service Fabric, Service Bus, Azure Storage, and Application Insights.

|  |  |  |
| --- | --- | --- |
| ***Role:*** | ***Architect and Development Lead*** |  |
| ***Team Size:*** | ***6*** |  |
| ***Environment:*** | ***C#, Azure Service Fabric, Service Fabric Actors, REST, WebAPI, Azure storage (table/blob), Azure Service Bus, Reactive Extensions (Rx), Azure Resource Manager Templates (ARM)*** |  |

|  |  |
| --- | --- |
| **Microsoft** | **September 2013 – April 2016** |
| *Senior Technical Program Manager, 343 Industries* | Redmond, WA |

Technical Program Manager for the Halo services team (70 engineers/management), owners of the current and next generation services that power the Halo experience across a diverse portfolio of products. Primarily responsible for the conceptualization and design of RESTful services to support core game functionality and enable game companion experiences. The services support scalability needs greater than one million concurrent users and up to several thousand requests per second.

Key accomplishments include performing the discovery, specification, and implementation to integrate the Halo 5 dedicated server with the Xbox Live cloud platform, product ownership of mission critical services for Halo 5: Guardians, serving as the all-up product owner of services for Halo: The Master Chief Collection and Halo Channel from conceptualization through delivery, service ownership for the Halo mobile titles preceding Halo 5, and coordination of cross-title reward scenarios across all Halo properties for the 2014/2015 timeframe.

Responsible for partnering with game designers and technical teams to identify opportunities for service integration, writing technical and functional specifications, design and documentation of RESTful service endpoints and API contracts, ownership of integration paths with partner teams to drive support, scheduling, and technical adoption of services within Halo properties, participation in technical architecture design and code reviews, data modeling for service contracts, design and implementation of service monitoring and alerting, and collaboration with other Microsoft Studios teams to share technology and co-develop services. Duties also included serving as a ScrumMaster, threat modeling and security development lifecycle compliance, resiliency modeling and ensuring service reliability, global readiness evaluation, cross-discipline interviewing of employment candidates, and service support/troubleshooting. Member of the URI Review Group, a cross-discipline governing body to ensure RESTful design and consistency of service endpoints across the organization.

|  |  |
| --- | --- |
| ***Environment:*** | ***C#, Azure Cloud Services, Orleans, REST, Xbox Live Services, Azure Storage (table/blob), Xbox Live Cloud Compute Platform, C++, Xbox XDK, game development*** |

|  |  |
| --- | --- |
| **JBS Custom Software Solutions** | **June 2011 – August 2013** |
| *Software Architect* | (Remote Employee) Chadds Ford, PA |

Consultant, primarily responsible for the architecture, development, and deployment of custom software solutions for clients such as Ralph Lauren, SoMo Audience, and Guitar Center. Core responsibilities included the design and implementation of client solutions and reusable services/components/frameworks, project and enterprise-level architecture, code reviews, and collaboration with business users/project management to ensure that technical solutions provide business value. Solutions predominantly target the .NET and Python/Django platforms.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Environment:*** | | ***C#, ASP.NET, Python, Django, HTML, CSS, JavaScript, SQL Server, PostgreSQL, Windows Presentation Framework (WPF), Windows Communication Framework (WCF), PHP, Solr, MySql*** | |  |
| **TABcom, LLC** | | **November 2009 – May 2011** |
| *Principal Architect* | | (Remote Employee) Hazletown, PA |

Principal technical architect for the Technology group (12-18 developers/QA analysts). Responsible for establishment and governance of the company-wide architectural vision and technical direction of software development including development process/methodologies, standards, best practice implementation, technology/tool selection, and strategic development initiatives. Additional core responsibilities include enterprise and project-level architecture, design and implementation of software solutions, code reviews, and collaboration with business leadership to formulate technical solutions which support the business vision and meet evolving business needs. Also accountable for technical estimates, interviewing and evaluation of consultants/employees, mentoring of peer/junior developers, and light project management. Solutions predominantly target the .NET platform.

|  |  |
| --- | --- |
| ***Environment:*** | ***C#, ASP.NET, Windows Communication Foundation (WCF), SQL Server, XHTML, JavaScript, CSS*** |

|  |  |
| --- | --- |
| **JBS Custom Software Solutions** | **November 2008 – October 2009** |
| *Consultant* | (Remote Employee) Chadds Ford, PA |

Consultant, primarily responsible for the architecture, development, and deployment of custom software solutions for clients such as SanDisk and Guitar Center. Also responsible for the design and implementation of reusable services/components/ frameworks, project-level architecture, code reviews, and collaboration with business users/project management to ensure that technical solutions provide business value. Solutions predominantly target the .NET platform.

|  |  |
| --- | --- |
| ***Environment:*** | ***C#, Silverlight, XAML, Windows Communication Foundation (WCF), SQL Server, XHTML, JavaScript, CSS*** |

|  |  |
| --- | --- |
| **Harte-Hanks Direct** | **January 2008 – October 2008** |
| *Systems Architect* | Langhorne, PA |

Systems Architect for the architecture group (5 architects), serving multiple business units within the company as project architects and technical leaders. Responsible for leading and guiding project development teams, project-level architecture, code reviews, and collaboration with business users/project management to ensure that technical solutions provide business value. Also responsible for establishing team-level standards and practices for software development. Solutions predominantly targeted the ASP.NET platform.

|  |  |
| --- | --- |
| ***Environment:*** | ***C#, ASP.NET MVC, jQuery, ASP.NET AJAX (Atlas), Windows Communication Foundation (WCF), ASP.NET Web Services, SQL Server, XHTML, JavaScript, CSS, XML, XML Schema, MSMQ*** |

|  |  |
| --- | --- |
| **Rosetta Marketing** | **June 2007 – December 2007** |
| *Technical Architect* | Hamilton, NJ |

Technical architect for the Technology group (8-10 developers). Primarily responsible for the architecture and development of high-volume, public-facing websites for clients such as Allergan, Panasonic, and The American Management Association. Also responsible for helping to establish process and development standards, technical direction, strategic development initiatives, and the design/creation of reusable frameworks/services/components/tools for the group. Solutions predominantly target the ASP.NET platform.

|  |  |
| --- | --- |
| ***Environment:*** | ***C#, ASP.NET, jQuery, ASP.NET AJAX (Atlas), Enterprise Library, SQL Server, Oracle, XHTML, JavaScript, CSS, XML, XML Schema*** |

|  |  |
| --- | --- |
| **Bristol-Myers Squibb** | **May 2004 – May 2007** |
| *Lead Developer / Architect* | Princeton, NJ |

Lead developer and technical architect for the Enterprise Web Development group (12-15 developers). Responsible for establishing and guiding the architectural vision and technical direction of the group, including development methodologies, best practices, and standards. Also responsible for light project management, interviewing and evaluation of consultants/employees, mentoring of peer/junior developers, technical and user documentation, maintenance of legacy code, and end-user support. Solutions targeted a variety of platforms such as ASP.NET, Windows Forms, Tablet PC, SQL Server Reporting Services, Windows Mobile, Broadvision, and J2EE.

|  |  |
| --- | --- |
| ***Environment:*** | ***C#, Windows Forms, ASP.NET, Oracle, XHTML, JavaScript, CSS, XML, XML Schema*** |

|  |  |
| --- | --- |
| **Bristol-Myers Squibb (through KForce)** | **November 2003 – April 2004** |
| *Consultant* | Princeton, NJ |

Software development consultant for the Enterprise Web Development group. Responsibilities included architecture, design, and development of software, requirements gathering, technical and user documentation, and maintenance of legacy code.

|  |  |
| --- | --- |
| ***Environment:*** | ***C#, Windows Forms, ASP.NET, Oracle, XHTML, JavaScript, CSS, XML, XML Schema*** |

|  |  |
| --- | --- |
| **MicroWarehouse** | **October 2002 – October 2003** |
| *Senior Developer* | Lakewood, NJ |

Senior developer for the Marketing Intelligence group. Architected and developed systems across many areas of the business, including the e-commerce website, internal support tools, the data warehouse, and legacy systems integration.

|  |  |  |  |
| --- | --- | --- | --- |
| ***Environment:*** | | ***C#, ASP.NET, SQL Server, HTML/DHTML, JavaScript, CSS, XML, XML Schema, XSLT*** | |
| **Spencer Gifts** | | **February 2001 – September 2002** |
| *Software Engineer* | | Egg Harbor Twp, NJ |

Lead developer for Microsoft technologies. Responsible for development, determination/application of best practices and design, maintenance of legacy code, authoring technical and user documentation, mentoring of peer developers, and providing end-user support.

|  |  |
| --- | --- |
| ***Environment:*** | ***Visual Basic 6, Visual Basic.NET, ASP, ASP.NET, HTML/DHTML, JavaScript, XML, XML Schema, XSLT, Oracle, DB2, SQL Server*** |

|  |  |
| --- | --- |
| **ACS Birch & Davis** | **September 1999 – January 2001** |
| *Senior Software Engineer* | Trenton, NJ |

Lead developer for the New Jersey KidCare/FamilyCare system. Responsible for development, project management, supervision of contract developers, and the design of technical and end-user documentation.

|  |  |
| --- | --- |
| ***Environment:*** | ***Visual Basic 6, Microsoft Access, Oracle*** |

|  |  |
| --- | --- |
| **ACS Birch & Davis (through Hi-Tec Systems)** | **September 1998 – August 1999** |
| *Consultant* | Trenton, NJ |

Software development consultant for the NJ KidCare/FamilyCare system. Involved in development and end-user support.

|  |  |
| --- | --- |
| ***Environment:*** | ***Visual Basic 6, Microsoft Access, Oracle*** |

**CREDITS, HONORS, AND AWARDS**

|  |  |
| --- | --- |
| **Title Credits**   * Halo 5: Guardians * Halo 5: Forge * Halo: The Master Chief Collection |  |
| * Halo: Spartan Strike |  |
| * Halo Channel |  |

**Special Thanks**

* Gears of War: Ultimate Edition (as 343 Industries Services Team)
* Gears of War 4 (as 343 Section 3 Services Team)

**EDUCATION**

|  |  |
| --- | --- |
| **Stockton University** | **September 1993 – December 1998** |
| Bachelor of Science in Computer Science | Pomona, NJ |