

Joseph E. Sutton

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Projects & Experience

Principal Platform Engineer - GlassLab

10/2013 - Present

Redwood City, Ca

- Game Services Platform
 - Using: NodeJS, RESTful APIs, JSON, Redis, Couchbase, MySQL, Express, PassportJS, Mocha, AWS
 - Lead architect and lead engineer
 - Scalable service based architect
- <http://Playfully.org>
 - Using: AngularJS, LessJS, HTML5, CSS3, Bootstrap, JQuery, Grunt, Bower, Karma
 - Lead architect and lead engineer
- <http://ArgubotAcademy.org>
 - Using: AngularJS, LessJS, HTML5, CSS3, Bootstrap, Grunt, Mocha
 - Lead architect and lead engineer

Sr. Software Engineer - Intertrust Technologies Corporation

6/2013 - 10/2013

Sunnyvale, Ca

- Kabuto
 - Using: Javascript, HTML5, CSS3, LessJS, NodeJS, WebSockets, BackboneJS, JQuery, Handlebars
 - Created WebSockets server for realtime communication and push notifications
 - Add/maintained various front-end features

Game Service Engineer - Electronic Arts

8/2011 - 6/2013

Redwood City, Ca

- Streaming Games
 - Using: Video Streaming, NodeJS, HTML5, iOS, PhantomJS, MySQL5, Riak, AWS
 - Lead Architect, Technical Director, and Server Engineer.
 - Defined & Documented API's, network architect and created code samples for developers to use the backend services.
 - Developed all backend services and deployment system.
 - Developed monitoring, command & control system with frontend.
- R&D HTML5 Game (Strike Fortress)
 - Used: NodeJS, HTML5, JSON, Javascript
 - Client and server side framework for multi-browser using WebSockets.
 - Command and control system to monitor, manage and configure servers in realtime.
 - Documented development process and Network system.

Computer Experience

Languages:	Javascript, HTML(4/5), LESS, CSS, JSON, XML, C/C++, PHP, Python, Bash, LaTeX
WebDev:	RESTful, APIs, NodeJS, AngularJS, Grunt, Bower
Protocol/Lib:	HTTP, XMPP, XML-RPC, MPEG, AVI, JPEG, PNG, DCT, FFT
OS:	Linux, Mac OS X, Windows
Tools:	Git, Xcode, WebStorm, Nginx, HaProxy, Photoshop
Database:	Couchbase, Redis, MongoDB, MySQL, Oracle, Cassandra, Riak

Education

M.S. in Computer Science

9/2009 - 5/2011

University of Southern California, Los Angeles, Ca

GPA: 3.6/4.0, Honors: Cum Laude

B.S. in Computer Science

9/2004 - 9/2007

California State University Bakersfield, Bakersfield, Ca

GPA: 3.8/4.0, Honors: Magna Cum Laude

Award: Computer Science - Outstanding Graduating Senior of 2007