Justin Vaughn

jvaughn.org - (760) 889 2039 - justin@jvaughn.org - linkedin.com/in/justintvaughn

> Experience

Amazon Games - Software Development Engineer - *(November 2021 - June 2023)*
Java, Typescript, GraphQL, React, Cypress, TestNG, Node, Git, AWS Cloud Infrastructure, Linux Dev Environment

- Full stack engineer writing features and solving problems for the Amazon Games group Game Growth
- Helped revitalize the Game Growth content ingestion portal via front-end components and pages (React/TS)
- Significantly improved team front-end test coverage via the creation of end-to-end tests (Jest/Cypress)
- Automated pipeline testing infrastructure for front-end system (TS/Jest/Cypress/Internal Beta Tools)
- Added a GraphQL layer team back-end to securely grant external API access (Java/Coral/Internal Beta Tools)
- Stood up team testing infrastructure with load, stress, and pipeline tests for all team services (Fargate/EC2)
- Added automated monitoring/testing tools and alarms to contact the team on-call in the event of issues
- Headed investigation into major service outage issues and architected a set of elegant automated solutions to prevent them from happening again (CloudWatch/EC2/S3)
- Wrote tools for and executed the migration of Game Growth's userbase from our deprecated system to our new system, accounting for hundreds of attributes and dozens of unique data structures (Java/XLSX)

IBM - Front End Developer Intern - *(June - August 2019)*
JavaScript/Typescript, React, Component Libraries, Sass, Git

- Sole developer on a team of designers creating early rapid prototypes of IBM's future AI offerings
- Spun up web pages for user testing (JS/React/IBM Carbon Component Library)
- Expedited design iteration process as team's impromptu agile evangelist
- Acted as liaison between design and development, communicating technical info to the design team in digestible formats and integrated design process technical implementation

> Projects *Demos available via Portfolio Website @ jvaughn.org*

Xena Ad Hoc - Lead Developer - *(June - August 2020)*
C++, UE4, Virtual Reality, Unreal Blueprints, Perforce (P4A + P4V), Designer-developer Coordination

- Ran a team of 8 developers among a team of ~30 RIT students building an experimental storytelling VR title
- Coordinated tasks for myself and each other developer while working with other team leads
- Contributed gameplay functionality by way of scripts in both C++ and UE4 blueprints

Egg - Co-creator, Gameplay/Tools Engineer, UI, and Game Designer - *(January - March 2018)*
MonoGame, C#, WinForms, Adobe Creative Suite

- One of two developers and one of two designers for a short-form platformer
- Hand-spun a tool to build levels via a GUI, built the sibling component to import them in-game
- Co-developed the movement and collision systems from scratch via AABB collision detection
- Level designer for around half the levels and UI designer/engineer for nearly all menus in the final product

> Languages, Tools, & Education

Languages: JavaScript/TypeScript, Java, C#, Rust, C++
Tools & Tech:
React, Styled Components, NPM, Linux Development, VS Code, Visual Studio, IntelliJ, AWS/Cloud Infrastructure, The Adobe Suite, Slack/Discord
Education:
Rochester Institute of Technology Rochester, NY (GPA 3.71; *Magna Cum Laude*)
B.S. in Game Design & Development, Minor in Business Administration