JEFFREY VAN HAMMOND

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SUMMARY

- **10+ years of C++ experience**
- **5+ years Web development experience**
- **4+ years of video game programming experience at Electronic Arts - 7 shipped titles**
- **10+ years of database experience**

EDUCATION

Computer Science and **Math,** Bachelor of Science 1997 – 2001
Vanderbilt University, Nashville, Tennessee

EXPERIENCE

Team Lead
March 2012 – Present
Under Armour, Baltimore, Maryland

- Full stack application developer for custom e-commerce platform supporting $300M+ in annual revenue.
- Leading 2 teams of 14 developers to convert e-commerce backend to microservices using **Docker**, **NodeJS**, **kafka**, and **gRPC.**
- Lead team to replace New Relic application management to internally developed monitoring using **collectd**, **Logstash**, and **Kibana**; saving hundreds of thousands of dollars in licensing fees.
- Lead team to convert product search engine backend to **Elasticsearch**.
- Designed and implemented many features with very little requirements and at a fast pace.
- Engineered new **responsive** e-commerce platform using **NodeJS**, **AngularJS**, and **React**.
- Implemented caching of data stored in **MongoDB** using **Redis**; reducing response times by 50%.

Software Engineer III
July 2007 – March 2012
Electronic Arts Tiburon, Maitland, Florida

- Engineered **Madden NFL's (Xbox 360 and PS3)** code base to run on PC using **C++**.
- Architected **Madden NFL 2011's (Xbox 360 and PS3)** demo into runtime mainline **Madden** branch, allowing the demo to be worked on concurrently with **Madden** feature work**,** significantly improving efficiency for current and future demos.
- Implemented numerous client and server features for **Tiger Online** using **C++**, **C#**, and **Unity**.
- Wrote the simulation engine in **Java** for **Madden NFL Superstars**.
- Refactored **Tiger Woods PGA TOUR 2012's (Xbox 360 and PS3)** input system, allowing pluggable support for new inputs and high throughput queuing of inputs on separate threads in **C++**.
- Implemented low level encryption and compression system for **EA GameShow's (PC)** assets in **C++**.
- Refactored **EA GameShow's (PC)** caching system, tripling performance in **C++**.

Senior Systems Analyst
May 2001 – July 2007
Convergys, Heathrow, Florida

- Worked with a small, international 9-member team (33% local, 67% international) to prototype future technologies to reduce TCO, improve scalability and performance, and achieve high availability (five 9's) for Convergys products in **C++**.
- Designed, estimated, and coded numerous multithreaded processes in **C++**.
- Converted prototype functionality to Java for use in LTVO project, Convergys latest product. Where it was necessary, I implemented interfaces between **C++** and **Java** code using **JNI**.
- Designed and coded process management library in **C++**. This library was responsible for management of threads and processes, including: startup, shutdown, status reporting, statistics, and fail-over recovery.
- Designed and coded libraries to handle IPC in **C++**. These communication libraries handled low-level details for interacting with System V queues, shared memory, and TCP/IP communication.
- Managed maintenance on Infinys Rating and Billing Engine. During my rotation, led team to complete all severe defects by code complete date. Also, reduced backlog of low severity defects by 50%.

Programming
ActionScript
C/C++
C#
Go
Java
JavaScript
Perl
Python
Ruby
SQL
VBScript
Visual Basic

Web Development
AngularJS
ASP
Grails
HTML
JavaScript
less
lodash
mocha
NodeJS
Promises
React
Twitter Bootstrap

Operations
Docker
Gulp
Jenkins
Salt
Vagrant

Operating Systems
Mac OS X
Unix/Linux
Windows

Datastores
Elasticsearch
Memcached
MongoDB
MySQL
PostgreSQL
Redis
SQL Server

Version Control
CVS
Git
Perforce
Subversion