

# BJORN BORGONIA

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## SKILLS

- Very experienced in leading engineering teams and training developers how to present and deliver skills in technical education.
- Strong understanding of JavaScript and deep experience with a number of JavaScript frameworks including React and Angular.
- Many popular Server Side Web Frameworks including Hapi, Express, Rails, Gorilla, and Phoenix.
- Many Web software testing frameworks including Jasmine, Mocha and Lab.
- Many popular SQL and NoSQL databases such as Postgres, Cassandra, and DynamoDB.
- Some native development languages such as Objective-C and C++.
- Working knowledge with physics engines and real-time multiplayer networking.

I am a software developer looking for a role that will allow me to combine my passion for game development with my background in networking, automation, site reliability, scalable infrastructure, and security. I am excited to join a team that embraces best practices while pushing the boundaries of systems in order to create more stable and engaging interactive user experiences.

## EXPERIENCE

### GOMA GAMES — SR. SOFTWARE AND SYSOPS ENGINEER

03 2011 - PRESENT | HONOLULU

Architects, secures and maintains all automation processes and infrastructure for digital products and services.

Most of the compute and networking configuration is hosted by AWS spanning across several services including EC2, S3, Cloudfront, Route53, SQS, DynamoDB, RDS, ElastiCache, EFS, VPC, ELB and ALB.

Hosted projects on Google Cloud platform leveraging FireBase and Kubernetes.

### DEV LEAGUE — CURRICULUM DESIGNER AND LEAD INSTRUCTOR

03 2013 - PRESENT | HONOLULU

Develops curriculum, facilitates courses, and lectures on specialized subjects such as frontend frameworks, best practices, and application deployment, for the full-stack web application development bootcamp.

Leads and trains all instructors on how to effectively present complex programming topics and challenge students to develop and maintain habits that demonstrate independence and self-motivation.

### CIRCAVICTOR — SR. SOFTWARE, SYSOPS, NETWORK SECURITY

02 2017 - 04 2017 | WASHINGTON D.C.

Developed microservices, data translation/migration tools, educated and enforced network security measures and deployment workflow.

### WEBMOCHA — SR. SOFTWARE ENGINEER

01 2016 - 02 2017 | SAN FRANCISCO

Developed microservices, REST APIs, Single Page Applications, and enforced test driven development for enterprise grade solutions.

### HUMANHAND — CTO, SR. SOFTWARE ENGINEER

08 2008 - 09 2015 | HONOLULU

Created and trained a web team to build content management systems and e-commerce web applications.

### TEAM VISION — SR. SOFTWARE ENGINEER

01 2006 - 08 2008 | HONOLULU

Developed e-commerce web applications, enterprise web solutions, and interactive marketing websites.

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## SKILLS (CONTINUED)

- Some experience with Unity, Lumberyard, and Unreal Engine.
- Containerization with Docker, rkt and Kubernetes.
- Some deployment tools such as ansible and chef.
- Some serverless deployment platforms such as AWS Lambda and the serverless framework.
- Some work with hardware and IoT devices such as Arduino, Pi, and Alexa.
- Many Penetration Testing tools from Kali such as metasploit and nmap.
- Obsessed with tests, shell scripts, and automation.

## EDUCATION

### AMAZON WEB SERVICES

- o6 2016 AWS Certified Solutions Architect Certification
- o6 2016 AWS Certified Developer

### HAWAII PACIFIC UNIVERSITY

- o6 2010 Management of Information Systems

## PROJECTS

### ENTERPRISE CLOUD PROVIDER (ALIAS)

2016 - 2017 | WEB MOCHA

- Wrote microservices as part of a large Infrastructure Management System for an Enterprise Cloud Provider.
- Contributed to a React frontend UI for the Infrastructure Management System.
- Wrote dockerfiles for the deployments of several microservice components and the React UI for the Infrastructure Management System.
- Wrote tests for Go, React, and Express projects.

### AIRSHIP CMS

2013 - 2017 | GOMA GAMES | AIRSHIPCMS.IO

- Set up scalable and highly available infrastructure for web deployments.
- Configured web security standards.
- Architected Auth0 integration for all users on the system.
- Wrote a command line deployment tool in Haxe to C++.
- Set up scalable and fault-tolerant message queue based jobs and workers.
- Wrote several internal tools to help with internal testing on alpha and beta environments.

### LIVECODEWITH.ME

2016 | GOMA GAMES | LIVECODEWITH.ME

- Built a realtime live coding tool for local or remote technical training.
- Socket server is built with golang.
- Presenter command line interface is built with golang.
- Web UI is built with Angular2.

### SAFWORD

2017 | ANGELHACK HACKATHON WINNER | SAFWORD.AIRSHIPCMS.IO

- Built an Amazon Alexa Skill to interact with a serverless API.
- Serverless API communicates with a Raspberry Pi.
- Wrote a daemon to run on Raspberry Pi to capture video and upload to S3 in golang.

### SATELLITE

2017 | NASA SPACE APPS HACKATHON WINNER

- Built Google Cardboard VR game in Unity.

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## AWARDS

- DevLeague ranked top ten 2017 Coding Bootcamps Switchup
- NASA Space Apps Honolulu Site Hackathon Winner 2017
- Node Knockout Global Hackathon Winner 2017
- AT&T Statewide Hackathon Winner 2016
- DevLeague ranked top twenty 2016 Coding Bootcamps Switchup
- Awarded with 2 Pele Awards for client-side UX in 2008

## PROJECTS

### NEON RIOT

2017 | REACT RIOT HACKATHON | [HTTPS://NEONRIOT.ZONE](https://neonriot.zone)

- Built a Retro Synthwave-inspired wallpaper generator with server side rendering using NextJS, React, and svg.

### GOLANG LIBRARY "GO90S"

2017 | GOMA GAMES

- Built an open source golang library [github.com/theRemix/go90s](https://github.com/theRemix/go90s)

### NINETIES NAMER SERVICE

2017 | GOMA GAMES | [HTTPS://90S.FUN](https://90s.fun)

- Built a hashed name generator API service that uses the go90s library
- Built an interactive frontend that demonstrates the Nineties Namer Service with VueJS

### UNICORNS VS. DRAGONS

2017 | NODE KNOCKOUT HACKATHON WINNER | [DRAGONS.GOMAGAMES.COM](https://dragons.gomagames.com)

- Built a mobile real-time multiplayer game using Angular2 and websockets using Golang.

### CIRCA VICTOR

2017 | CIRCA VICTOR

- Wrote and deployed microservices to manage big data sets.
- Set up infrastructure to handle and serve big data.
- Set up internal services for developers to deploy internal projects.
- Wrote an inferno UI for one of the microservices that performs custom big data queries, dumps the data in an AWS S3 bucket, and provides a link to download the results.
- Wrote a CSV transposing tool in Go and Elixir.

### MICROMANAGER

2016 | AT&T HACKATHON WINNER

- Built a mobile app with IOT device real-time updates
- Used React
- Integration with M2X time-series database

### TOE-FU

2016 | GLOBAL GAME JAM

- Built a 4-player gamepad controlled game inspired by "Jump Kick" and "Jump n Bump"
- Used HaxeFlixel game engine


### SPAWN HERO RPG


2016 | GOMA GAMES | [SPAWN-HERO-RPG.GOMAGAMES.COM](https://spawn-hero-rpg.gomagames.com)

- Built a game development engine and deployment platform to teach children how to code
- Used HaxeFlixel & Firebase

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## WORKSHOPS / COMMUNITY

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- 08 2017 HACC: Creating an "MVP" Workshop (Presenter)
- 07 2017 AngelHack: Creating an "MVP" Workshop (Organizer & Presenter)
- 05 - 06 2017 Training sessions on Docker (Presenter)
- 05 2017 Elixir Workshop (Presenter)
- 02 2017 2017 Global Game Jam (Organizer)
- 01 2017 Multiplayer Games with WebSockets (Presenter)
- 01 - 04 2017 Monthly training sessions on Networking & AWS (Presenter)
- 09 - 12 2016 Go Workshops (Presenter)
- 08 2016 Extreme Web Performance Optimization (Presenter)
- 01 2016 2016 Global Game Jam (Organizer)
- 01 2016 Game Development with Phaser (Presenter)
- 09 2015 DisruptArmy hackathon (Organizer)
- 01 2015 2015 Global Game Jam (Organizer)
- 01 2015 Game Development Workshop (Presenter)