Marc Faulise

Software/DevOps Engineer

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I have over 20 years of software experience making games and enterprise software, solving problems, and building great teams. I specialize in backend/service development and infrastructure tooling, but I also have extensive experience in frontend implementation.

Summary

Server Architecture (14 years)
- Cloud: AWS, Google (GCP), Azure
- Systems: Windows, Linux, Docker, Kubernetes
- Databases: MySQL, Postgres, SQL Server, Redis, MongoDB, Memcached, Riak, DynamoDB, Cosmos
- Languages: C#, Java, Node, Python, and TypeScript
- Testing: JUnit, Google Test, NUnit, pytest, PHPUnit, DI/IoC, mocking, integration, load

DevOps (13 years)
- Infrastructure as Code (IaC): Terraform/grunt, Docker Compose, Kubernetes, Helm, Chef, OpsWorks
- CI/CD: Jenkins, Azure DevOps, Gitlab, Semaphore, AWS Codebuild/pipeline
- Theory: DevOps Handbook, Value Stream Mapping, Theory of Constraints

Application Development(18 years)
- Languages: C/C++, C#, Java, JavaScript, TypeScript, Python, PHP, Lua, and Scala
- Gameplay, AI/Decision making, Pathfinder, Multiplayer, Server/Backend development, LiveOps, DevOps, and Infrastructure
- Environments: Windows, Nintendo DS, PSX, Xbox, Mobile

Leadership (15 years)
- Responsibilities: Process, procedures, conventions and guidelines, communication, goal setting, planning, scoping, risk assessment, staffing, architecture, technology adoption
- Mentoring: Continuous education, quality code, testing, refactoring, DevOps principles
- Team sizes: From 3 to 20+

EXPERIENCE

Independent Consultant - *DevOps and Software Consulting*

Dec 2023 – present

As a freelance consultant, I solve technical problems directly impacting my clients' business concerns. I work closely with these clients to understand their requirements, plan solutions, implement them, and design training and documentation to assist with future development and maintenance. I focus on leveling up the organization's technical competence to compete in a

highly technical market. I optimize deployment frequency, lead times, accuracy, and recovery times. Testing and automation are massive parts of this approach, but the mindset is more important, which is where training becomes invaluable.

- System and process analysis
- Planning and scoping
- Software development in C#, Python, Ruby, Bash, and more
- DevOps - Terraform/Terragrunt and AWS, Azur,e and GCP

Technologies: AWS, Azure, and GCP. C#, Python, Terraform/grunt and more

Star Fort Games/Arctic 7 - *Studio Director of Engineering*

Nov 2022 – Sept 2023

I was hired as a technical director. I oversaw the engineering department of Star Fort Games. I was asked to step in and act as the TD for a large Arctic 7 project and helped them deliver their first two milestones.

- Team building
- Career Management
- Staffing
- Long-term planning
- Strategic planning
- Infrastructure engineering

Technologies: AWS, Unreal Engine 5, C++, Python, Terraform, and Terragrunt

Aural Analytics - *Productivity Engineer (Contract)*

Jan 2022 – Sept 2022

Aural Analytics hired me to help their data scientists author highly effective enterprise code, improve automation, and build better testing solutions.

- Improve the effectiveness of the Data Scientists
- Training in areas of code quality, testing, and automation

Technologies: Python, AWS, CloudFormation, Docker, Gitlab, and more

Demonware/Activision - *Senior Engineer*

Jan 2021 – Jan 2022

I was hired as part of the Forge team and was responsible for building, maintaining, and monitoring tools and services.

- Python Development
- Build and configure Kubernetes/Helm Deployments
- Terraform modifications
- Participate in on-call rotation

Technologies: AWS, GCP, Kubernetes, Terraform, Docker, Python, Bash, and more

Galvanize - *Senior DevOps Engineer*

Oct 2019 – Dec 2020

At Galvanize, I joined a small internal DevOps team called Jedi. We supported the entire organization with its cloud infrastructure needs. We helped teams plan their architecture, showed them how to deploy infrastructure, built pipelines to test, build, and deploy their applications, diagnosed problems, managed access, and more. We worked in Terraform, JavaScript, TypeScript, Ruby, and shell scripts.

- Developed tools and pipelines for other internal teams
- Participated in monitoring and live diagnostics
- We prepared the infrastructure for security and compliance requirements such as FedRAMP and IL5.
- Assisted other teams with hands-on help and guidance in the use of AWS resources

Technologies: AWS, Terraform, Docker, JavaScript, TypeScript, Ruby, Bash, Python, and Chef

Skybox Labs - *Lead Programmer*

July 2015 – Sept 2019

As a lead service engineer, I built the backend for one of their independent titles, Lethal Tactics. Then, I led the team to create a Crossplay peer-to-peer match-making service for Killer Instinct. After this, I helped build the Skybox Labs' services and DevOps team. I joined the Halo team and worked to improve engineering efficiency and improve workflows, particularly around testing and automation.

- Provided leadership, mentoring, and guidance
- Contributed to planning and development
- Built and maintained highly available services
- Trained colleagues to improve testing initiatives

Technologies: Java, C#, Scala, C++, Python, Node, Unity, Google Cloud, Azure, Jenkins, Gatling, CosmosDB, Redis

Mythic Table - *Founder/Director*

Jan 2019 – Present

Mythic Table is an open-source Virtual Tabletop for playing board games like D&D online with friends.

My roles at Mythic Table are to oversee the operation of the Mythic Table Foundation, manage the finances, manage the leadership team, help define the direction, participate in design meetings, and code features as a UI engineer, Server Engineer, and DevOps Engineer.

Technologies: GCP, Terraform, Docker, Kubernetes, Gitlab, C#, .netcore, Vue, Javascript, TypeScript, Python, and more

Various - *Software Engineer*

2004 – 2015

The first half of my career was spent mostly in the game industry. I started as a gameplay engineer, and I moved into networking and multiplayer, and eventually into server and infrastructure work. My first lead role was in 2006, and I have been a tech lead or manager on and off since then.

Technologies: C++, C#, Python, Java, JavaScript, TypeScript, PHP, Node.js, and more.

EDUCATION

Centre of Geographic Sciences (NSCC) Middleton, Nova Scotia

2000 – 2001

Advanced Diploma in Computer Programming

Licenses & certifications

AWS Certified Security - Specialty (SCS)

Credential ID SS81QMK13FVQQT91