Michael Purdy

Software Developer. Game Developer. United States Marine.

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EXPERIENCE

Amazon —*Software Development Engineer*

NOV 2020 - PRESENT

Design and build a system that reduces existing onboarding time by 400% by federating execution of business logic to individual teams.

Build the next generation of creative (advertisement) data management, migrating consumers away from non-regionalized service/datastore to a modern, horizontally scalable, regionalized architecture.

Design and build solution allowing H1 ad placement of Image ads and Video ads on Amazon's retail site.

Plan, host, and participate in internal game jams.

Child Inclusion Fund — *Co-founder, Developer*

OCT 2020 - PRESENT

Co-found charity that focuses on funding the 'non-essential' costs associated with school (think: field trips, book fairs, picture day, musical instrument rentals, etc.) for local, under-privledged families.

Vanguard —*Software Developer*

JUL 2016 - NOV 2020

Manage 5 junior developers, providing advice on their careers, one-on-one mentoring, and performance reviews.

Build two core user experiences, one for prospects to become Vanguard clients, and another for clients to transfer assets into their Vanguard account, both leveraging Angular and NgRx

Develop, maintain, and support two Spring Boot-based microservices, each handling over 750,000 requests per day.

Sikorsky Aircraft — Fabrication Technician JUN 2013 - JUL 2016

United States Marine Corps — Sergeant MAY 2008 - FEB 2013

EDUCATION

Bucks County Community College Newtown, PA — *Computer Science*

FALL 2015 - SUMMER 2019   GPA - 3.7

LANGUAGES

Java
Typescript/Javascript
Python
SQL
Lua

AMAZON WEB SERVICES

CDK
CloudFormation
Elastic Container Service
Fargate
DynamoDB
IAM
Kinesis
KMS
Lambda
SWF

RELEASED GAMES

Lights Out (iOS/Android)

GAME DEVELOPMENT

Pico-8
Playdate SDK
Love2D
Godot
PyGame