

Michael Overton Brown

Education

July 2022 - Present

USC School of Cinematic Arts - Los Angeles, CA
M.F.A. Interactive Media and Game Design

September 2007 - May 2012

McGill University - Montreal, Quebec, Canada
B.Sc. (Honors) Mathematics. Minor: Computer Science.

Experience

Sept 2021 - Present

Phasein Studio - Founder, Creative Technologist

- The goal of Phasein Studio is to create VR, digital, and game experiences for artists, businesses, and others.
- Collaborated with artist Natalja Kent to create an immersive VR experience for an upcoming exhibition using Unity.

March 2021 - April 2022

Roundnotes, Inc. - Co-founder, Architect

- Built a responsive React/Typescript front-end for doctors to take notes, manage patients, manage users, etc.
- Built a fully containerized and continuously deployed (via CircleCI) Go backend API, with a PostgreSQL database hosted on AWS RDS.
- Set up all AWS infrastructure, including EC2, ECR, RDS, SES, IAM, etc.

September 2018 - January 2021

The Knot Worldwide - Senior Software Engineer

- Led a team in extracting a guest data management service from a Ruby on Rails/Postgres monolith into a Go/MongoDB backend API and worker. The process included creation of a “two-way data sync worker”, which kept the old and the new databases in sync (i.e. maintained data equivalence) using AWS Lambdas.
- Expanded and maintained a guest messaging API and worker service with a Go backend and DynamoDB database. The service is capable of emailing and texting guests via SES and Twilio based either on user and/or guest actions or account states. It strictly obeys messaging opt-in and opt-out user preferences.
- Expanded multiple React (some with Typescript and some without) applications for wedding website creation and guest list management.
- Monitored all application performance and errors using New Relic, Honeybadger, and various logging tools including AWS CloudWatch and Sumo Logic.

May 2015 - Feb 2018

Childhood Industries - *Co-founder, Co-creative Director, Event co-coordinator, Musician*

- Organized and coordinated live DJ events (150-300 people).
- Ran a small label releasing tapes of experimental techno and ambient music.
- Hosted and performed on a radio show on The Lot Radio in Brooklyn, NY.
- Designed flyers and other media.
- Performed and produced music as Witness.

May 2013 - September 2018

The Achievement Network - *Senior Software Engineer*

- Promoted to Senior Software Engineer in 2016. Began leading small teams and handling more architectural responsibilities.
- Developed Go microservices as part of ANet's assessment tool application in an Angular/Go/MongoDB stack.
- Built application features leveraging AWS services such as Step Functions, Lambdas, S3, SES, ECS, CloudFormation, etc.
- Led a team of developers in a full-stack overhaul of myANet, converting the site from a Google Web Toolkit (GWT) and Java Spring Framework architecture to an AngularJS front-end and Java backend API architecture.
- Led a small team in the creation of a new internal administration system for managing users, schools, lessons, and other site content.

Projects

- **Light Moves** - 2022. VR experience for Oculus Quest 2 made in Unity.
- **Phreaker** - 2022. PCVR grappling hook game made in Unity. [itch.io Link](https://itch.io/link)
- **Infinite Silence** - 2021. Interactive music EP for PC made in Unity. [itch.io Link](https://itch.io/link)
- **Clock Out** - 2021. PC experience about an office the player cannot escape made in Unity. [itch.io Link](https://itch.io/link)

Skills

- **Software Engineering:** Go, React, JavaScript, AngularJS, Java, Spring Framework, HTML5, CSS/SASS/LESS, AWS (EC2, Elastic Beanstalk, SES, ECR, ECS, Lambda, etc), MySQL, PostgreSQL, MongoDB, DynamoDB, Jenkins, CircleCI, Docker, Git, SVN
- **Games:** Unity, Blender
- **Music:** Ableton Live, Logic Pro
- **Other:** Arduino, Processing