

# Mike Adkison

Software Engineer: Front end focus, Full stack experience  
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## Summary

Front-end-leaning engineer with 8 years of experience building fast, data-driven web tools and dashboards. I focus on making complex apps intuitive, reliable, and easy to use, and work closely with PMs, designers, and engineers to ship and iterate on features at scale.

## Skills

**Frontend:** React, Next.js, TypeScript, JavaScript, HTML/CSS, TanStack Query, Jest, Playwright

**Backend:** ASP.NET Core, C#, REST APIs, SQL

**Infra / Cloud:** Azure (App Services), Cloudflare, AWS (familiar)

**Other:** Statsig (A/B testing), Headless CMS (Strapi), OIDC/OAuth2, Figma/Design, Git, Analytics, Cursor (AI tool), Agile

## Experience

**Rec Room | Software Engineer** | May 2020 - Aug 2025

- Built and launched the first user-facing analytics dashboard for creators using React/TypeScript/Next.js, and data from existing ASP.NET Core APIs and Cosmos DB, enabling data-driven insights that improved creator retention and engagement (80%+ D30 retention among active creators).
- Led migration to Next.js and modernized build tooling, cutting median load times by about 500 ms, improving reliability for millions of monthly visitors, and streamlining developer workflows.
- Served as the first dedicated web engineer, growing the website effort into a 7-person team, mentoring newer hires, and helping set coding standards, deployment processes, and project direction.
- Collaborated cross-functionally with PMs, designers, and backend engineers to define requirements, run A/B tests (Statsig), and use key metrics to guide product decisions.
- Led planning and execution of multiple major web initiatives, coordinating across product, design, and backend to deliver high-impact releases.
- Improved site stability and scalability through caching, Cloudflare configuration, and DDoS-hardening efforts.
- Rebuilt the design system and site navigation in collaboration with design, leading to a complete visual refresh and consistent UX across web surfaces.

**Capital One | Software Engineer** | Sept 2017 - Sept 2019

- Worked on internal web tools used by customer service agents to improve time to case resolution.
- Created the onboarding flow for a new investment product.

- Mentored newer developers.

## Projects

**Twitch Captions Overlay:** Built a real-time captions overlay for Twitch streams, improving accessibility for deaf and hard-of-hearing viewers.

**Indie 3D Game** (Steam release planned 2026): Designing and developing a single-player game in Godot with a collaborator, handling gameplay logic and UI.

## Education

B.S. in Computer Science, Georgia Institute of Technology | 2013 - 2017