

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: REST APIs, SQL (Familiar with [ASP.NET](#) Core, C#)

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

Certifications: AWS Solutions Architect Associate (2019)

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 content retention and engagement (80%+ D30 retention among active content creators).
- Led migration to Next.js, cutting median load times by about 500 ms, improving reliability for millions of monthly visitors, and streamlining development. Hosted containerized using Azure App Services, deployed with Azure DevOps.
- Served as the first dedicated web engineer, growing the website effort into a 7-person team, interviewing candidates, mentoring newer hires, and helping to set coding standards and guide technical 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.
- Improved site stability and scalability through Cloudflare integration, better scaling rules, and performance alerts.
- Rebuilt the design system and site navigation in collaboration with design, leading to a complete visual refresh and consistent UX across the site.
- See rec.net for live implementation.

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 in React and Angular.

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