Jose Stovall

Full-Stack Engineer • Game Developer • Data Scientist

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Summary

Creative engineer with a dual-degree in Computer Science (BS) and Data Science (MS), over a decade of full-stack, DevOps and game-development expertise, and maintainer of several side projects, utilities, applications and game modifications with over 30 million downloads. Proven track record in building scalable and reliable systems, from in-game analytics for game titles to automation tools and full-stack web apps. Equally adept in working with startups or large-scale teams, delivering robust and high-impact solutions.

Professional Experience

Tether Studios | May 2025 - July 2025

Full-Stack & Unity Engineer (Contracted)

- Integrated **Firebase Cloud Messaging** as a service into the **Unity** frontend and **.NET** backend.
- Integrated app with **AppsFlyer** for Ad Engagement and Analytics.
- Improved **CI/CD** flow with proper error reports as annotations and Slack hooks.
- Optimize **AWS S3** Storage Tiering for Gameplay Data and Video Recordings.

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Free Range Games | September 2022 - March 2025

Full-Stack, Unity, Unreal and DevOps Engineer

Lord of the Rings: Return to Moria

- Designed and implemented a bespoke analytics backend on Google Cloud Platform (**Cloud Run** + **BigQuery**), reducing operating costs by ~98% through optimization and streaming redesign.
- Integrated a real-time, in-game analytics solution using **C++** and **gRPC** within an **async** context to ensure no effect on gameplay performance across all platforms.
- Implemented several user-facing features in the game, such as Callout, Construction Restoration, and much of the mining mechanism used often throughout the game.
- Maintained and refactored the integration with multiple platforms and **online subsystems** for Epic, Steam, Xbox & PlayStation.
- Owned and maintained the online subsystem integrations, responsible for connectivity to various OSS providers such as Epic, Steam, Xbox & PlayStation. This also included integrating with each OSS's session management systems and various async backend hooks where needed.

Wrekless

- Tested and maintained scalability of our backend **Kubernetes** cluster using Google's **Agones** tool, stress-testing using a bespoke replay bot system.
- Integrate in-game proximity voice chat using player positions in **Unity**.
- Fine-tune headless bot-based testing implementation to support a larger number of bots to best simulate a lifelike load of players joining our servers.
- Optimize and maintain separate Game Services backend, decoupled stateful components to better scale with larger user bases.

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Ernst & Young | January 2021 - September 2022

Backend and SQL Developer (Contracted)

- Maintained internal **.NET** backend for Tax Rules.
- Supported API feature team through **Stored Procedure** management.
- Optimized Stored Procedure performance to reduce timeouts and latency.
- Worked with the Business Strategy team to help provide functional changes to the internal tax and revenue teams.

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Base Camp Health | June 2020 - January 2021

Full-Stack Developer, Data Scientist

- Developed **ML** & **Statistical Model** for COVID-19 Detection.
- Built an automated email reporting system (with **Python** and **PostgreSQL**) from scratch to deliver insights to health administrators.
- Maintained and improved **ExpressJS** backend and **React** frontend.
- Created various PostgreSQL migration scripts for improved data integration and new indices.

Education

University of Tennessee at Chattanooga

- BS in Computer Science, minor in Business Administration
- MS in Data Science

Participated in a research lab - the Center for Urban Informatics & Progress (CUIP) - throughout the end of my undergraduate program and the entirety of my graduate program. **Publications are available upon request.**

Technical Skills

- **Frontend**: React, Vue, Razor, VanillaJS, HTML/CSS
- **Backend**: NodeJS, Express, TypeScript, Django/FastAPI/Flask (Python), .NET/C#, gRPC, REST APIs
- **Data & Cloud**: BigQuery, PostgreSQL, MongoDB, Microsoft SQL Server, DynamoDB
- **DevOps & Automation**: AWS, Google Cloud Platform, Docker, Kubernetes, CI/CD

Why I Stand Out

1. **Constant desire to learn**: If my background and experience hasn't already stood out, I'm not in the slightest bit afraid of any given programming language -- I pick the right tool for a given job, and if some language has the best tool, then I use that language regardless if I know it or not!
2. **Cross-domain impact**: My expertice bridges game engines, cloud analytics, and full-stack deployments in both enterprise and startup environments.
3. **Cost-effective innovation**: Engineered systems that dramatically cut operational spending (e.g. ~98% in cloud analytics).
4. **Broad tech fluency**: From async C++ to frontend React to data science models, plus proactive open-source contributions.
5. **Mission-driven mindset**: My work for non-profits and the open-source community showcases both technical skill and social purpose.

Profiles & Links

- **Portfolio**: Similar information to this resume, but with a better breakdown of my background, some of the hardships I've run into along the way, and a minor display of my preferences and abilities in web design.
- **GitHub**: 92 public repos and counting, ranging from game mods to pipelines and web apps. I actively contribute across my own and community projects!