brian stoker

Experienced Lead Full Stack Software Engineer

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EXPERIENCE

Stoked Consulting — Owner, Engineer
MARCH 2010 - PRESENT - AUSTIN, TX

Custom software solutions for a wide range of industries.

Aristocrat Games— Sr. Software Engineer
OCTOBER 2023 - MAY 2024 - AUSTIN, TX

Contracted to work on a intranet web application to improve sharing between studios. Focused on a Tutorial / Video Editing and sharing system and a front end for an internal confluence repository using Blazor and MUI.

Curb Energy — Sr. Software Engineer
FEBRUARY 2000- APRIL 2023 - AUSTIN, TX

Built several valuable software solutions including cenv, peak, and an energy scoring tool.

BMC Software — Product Development Manager
FEBRUARY 2016 - MAY 2018 - AUSTIN, TX

Built and led a world class team of software engineers on a SAAS machine learning product. Designed and coded a query grammar which was responsible for user facing elastic search queries.

NextGen Healthcare — Development Manager
JUNE 2010 - JANUARY 2016 - AUSTIN, TX

Managed the NextGen Financials team, which was a billing solution for hospitals originally built in the late 80s.

Double Helix Games — Engineer
JUNE 2007 - JANUARY 2010 - NEWPORT BEACH, CA

Worked on the tools and engine team supporting three simultaneous AAA games at once. Developed plugins for 3d Maya and 3d Studio Max.

EDUCATION

Full Sail University — Computer Science
OCTOBER 2006 - WINTER PARK, FL

My team's final project won the top prize and there was even an acquisition attempt made on the game we designed.

SKILLS

greenfield solutions – gathering requirements and coding to completion new software solutions for a wide variety of industries

leadership – experience managing large teams of both highly skilled engineers working on cutting edge solutions as well as legacy systems

tool building – designing and implementing tools that improve engineering team effectiveness by streamlining complicated or relatively unknown systems

PROJECTS

Stoked-UI.com – open source client side video editor using react 18 and based on the MUI Framework (Alpha*)

AAA Games:

Silent Hill Homecoming
Age of Empires 3
GI Joe

911 Inform – active shooter system for public schools contracted by consulting client.

LANGUAGES

Typescript, Javascript, C#, Java, Python, ANTRL, C, C++, etc..