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SKILLS

Backend
Golang, Java, C#, PHP, Node.js, Ruby, Python

Frontend
HTML/JavaScript/CSS, React, Knockout, Bootstrap

Databases
MySQL, NoSQL (DynamoDB), PostgresSQL,Mongo

Platforms
AWS, Azure, Google Cloud Platform

Tooling
Git, JIRA, TravisCI, MSBuild

EXPERIENCE

Twitch.tv   **Seattle, WA**
Software Development Engineer II   *April 2021 - Present*
- Internal tooling around microservice standup and provisioning.
- To be determined :)

Amazon.com – AWS Lambda (Serverless Compute)   **Seattle, WA**
Software Development Engineer II   *July 2018 – April 2021*
- Built Lambda's AMI baking and CloudFormation stack deployment system.
- Lambda region build (data plane, prework automation) for: Hong Kong, Bahrain, and top-secret region (US government)
- Operational tools: Ticket handling bot, on-call summary generator, region/cell build prework ticket cutter, fleet cycle rewrite.
- Founding member of Lambda's cellular architecture team.
- Design and implementation of import and export mechanism for cellular migrations for customer account, layer, function, and alias data via Lambda's control plane.
- Design and implementation of Lambda's cellular proxying package. Allowed Lambda to proxy dataplane and controlplane requests from one cell to another, a precursor and un-blocker for cellular architecture.

Amazon.com – AWS EC2 (Elastic Cloud Compute)   **Seattle, WA**
Software Development Engineer Intern   *August 2017 – December 2017*
- Dynamically populated internal website notices for events, outages, notices, etc.
- Design and development of bare metal placement algorithm for EC2 droplets on racks based on availability zone, data center, and AWS region, as well as proximity to other customer resources.
- Simple workflow service implementation for droplets returned by customer, including their placement, handoff, and vetting.
- Fixed host instance workflow creation and management via CLI and internal tools.

Micron Technology (SpecTek)   **Boise, ID**
Software Developer Intern   *May 2017 – August 2017*
- Internal website architecture modifications and enhancements for managing internal hardware.
- Automation software for metrics logging and alarming, running on hardware built in-house for wafer production.
- Servers running on in-house hardware to control settings for previously mentioned metrics and alarming.

OPEN SOURCE / PROJECTS

TwitchLib   github.com/TwitchLib
Project Creator and Active Contributor   *September 2015 - Present*
- .NET Core Twitch library handling API calls, Client (chat) connections, PubSub connections, extension support and Unity game engine integration.
- Most popular Twitch third party development tool, with 500 Github stars and ~100,000 NuGet downloads
- Started in college dorm as personal project, evolved into project maintained by ~7 people in a GitHub org.
- Powers moderation bots in channels with millions of followers and hundreds of thousands of viewers.

TwitchTokenGenerator   twitchtokengenerator.com
Service Creator   *February 2017 - Present*
- Twitch third party developer tool that handles the OAuth flow to generate tokens with all scope values for programmatically interacting with Twitch.
- Over 250,000 OAuth tokens generated, making it one of the most used Twitch third party dev tools.
- Service logs provided to Twitch engineering staff used in their fight against fraud on the Twitch platform.

TwitchAudio   twitchaudio.com
Project Creator   *September 2017 - Present*
- Shazam for Twitch. Service listens to a Twitch stream or clip and identifies the audio playing on it, returning title, artist(s), album, YouTube video, Spotify and Deezer info.
- Backend runs on AWS Lambda, meaning it can theoretically identify unlimited streams and clips concurrently.
- Averages ~50 unique users per day.

StreamAPIs   streamapis.com
Project Creator   *October 2017 - Present*
- Supports APIs for bot integration: Twitch, Steam, Twitter, YouTube, Instagram, StreamLabs, and Spotify
- Average transactions per second (TPS): ~2,000

Multimod   multimod.app
Project Creator   *October 2017 - Present*
- Send Twitch ban, timeout, unban and VIP chat commands to up to 20 Twitch channels concurrently
- Allows moderators to bulk ban users across all channels they moderate in.
- Used by "stream teams" on Twitch to share ban lists across communities to prevent toxic viewers and bot attacks from affecting multiple channels.

BurkeBlack and TheLateShift   twitch.tv/BurkeBlack
Head of Technology / Lead Dev   *January 2014 - Present*
- BurkeBlack is a Twitch streamer whose concurrent viewership ranges from 1,500 to 4,000 per night. This equates to a total of ~20,000 viewers per night (burkeblack.tv).
- Developed his moderation bot (ECS), website (Lightsail), Twitch extension, sound alerts, etc.
- LateShift.tv is a community website for distributing gameserver information and other sub-only information for streamers BurkeBlack, GassyMexican, and a few others.

Community Tooling   github.com/swiftyspiffy
Active Contributor   *August 2015 - Present*
- .NET Core libraries for accessing Steam marketplace, Strawpoll, Cleverbot, OpenWeatherAPI, EpicGames storefront, Tiltify, StreamElements, Muxy, and GOG storefront.
- Twitch username and user ID translator Chrome/Firefox extension. Currently has ~5,000 users.

EDUCATION

School	Degree
Boise State University	B.S. in Computer Science (Spring 2018)