

# Michael E Thompson

## Data Engineering Manager

13806 SE 161st PI

Renton, WA 98058

met600@gmail.com

928-607-6185

### Profile

I am a software engineer with over 10 years of experience designing, building, and operating production data systems. I specialize in data system design and enjoy building efficient data platforms that bring diverse data sets together for engineers, scientists, analysts, and end users to derive valuable insights from. I thrive on working with cross-functional teams to understand their goals and finding creative data-powered solutions to their problems. I have extensive experience working with video game development teams throughout all phases of the game development lifecycle across disciplines from engineering to design to QA and more. I'm also a gamer! As such I find working in the games industry highly motivating, exciting, and inspiring.

### Technical Skills

Proficient Languages:	Python, Java, SQL
Comfortable Languages:	Powershell, C#, Go, C++
Operating Systems:	Linux (Ubuntu, RHEL), Windows, OS X
Data Technologies:	AWS Technologies (e.g. Kinesis, S3, Glue, Lambda), Google Cloud Technologies (e.g. PubSub, GCS, BigQuery), Spark, Kafka, Snowflake, DBT, Datadog, InfluxDB, Elasticsearch, Hadoop, Redis

### Professional Experience

***ProbablyMonsters, Bellevue, WA                      June 2018 - Present***

***Data Architect, Data Engineering Manager - Data Insights Team***

- Helped establish, lead, and eventually manage the Data Insights team for the company from the ground up, contributing to the vision and goals for the team as well as the engagement model for working with game studios.
- Designed a game agnostic, end to end cloud based data analytics system. This includes schema management, data ingestion, data lake storage, ETL processing layers, data warehousing, and more.
- Designed and built an internal distributed telemetry data system to handle all logs, metrics, crash information, and more from internal company systems, game clients, and servers as the company started to grow.
- Established the company's observability engineering discipline. Scaled the team to work efficiently while supporting multiple partner studios and internal teams.

***Bungie, Bellevue, WA                                      Apr 2016 – May 2018***

***Software Engineer, Product Owner – Data Platforms Team***

- Responsible for the long-term roadmap, planning, and prioritization of work for the Data Platforms Team, a cross-functional team of data engineers and platform administrators that work to provide Bungie with scalable, reliable, stable data platforms for development and production use.
- Collaborate closely with engineering, production, and studio leadership teams to plan and prioritize work that will help empower developers and software services with stable data platforms to utilize.
- Manage production Hadoop, Elasticsearch, and Redis clusters. This includes duties such as performance tuning, high availability configurations, monitoring, operational tools development, and documentation and training to client teams that utilize the technologies.
- Design and prototype creative data solutions and pipelines for handling an ever changing set of use cases for a growing gaming franchise.

***Bungie, Bellevue, WA                                      Nov 2013 – Apr 2016***

***Destiny Operations Lead - Destiny Operations Center***

- Leadership role on the Destiny Operations Center (DOC), a 24/7 team that monitors and supports all of the data center hardware and network infrastructure the Destiny games run on.
- Worked closely with services teams in the studio to develop processes, procedures, and tools for individual contributors of the DOC to use in order to ensure SLA compliance and a high quality of service for players of Destiny.
- Develop automation and monitoring for various parts of the big data pipeline, including tools that ingest content from major social media outlets such as Twitter and Reddit into ElasticSearch to allow for real time data analysis and visualization.