

- Software craftsman with over 10 years experience building innovative, high-quality software, repeatedly and predictably.
- Diverse experience from finance to social gaming, from distributed systems to business web apps.

## My Philosophy

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Quality is Not Optional

Deliver Often & Embrace Change

Use Automated Testing & Continuous Integration

Keep It Simple and Refactor Mercilessly

## Skills

Test-Driven Development

Team Building and Coaching

Distributed Systems Design

Network Protocol and API Design

Scalable Architecture Design

Object Oriented Development

Agile Project Management

Social Network Application Development

## Technologies

Python, Ruby, PHP

NOSQL (Couchbase, Mongo, Redis, db4o)

SQL and RDBs (MySQL, MSSQL)

HTML, ReST, CSS, Javascript, jQuery

Source Control (SVN, Darcs, Mercurial, Git)

C++ Academic and Personal Experience

Java, JSP and Servlet Experience

Linux Server Administration

## Work Experience

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### World Online Architect

### Gameloft

Jan 2011 – Present

Constructed a new secure and scalable API Game Platform. Led the 20 person team in planning, designing, testing, impenetation and delivery of ReST and TCP APIs in Python.

- Handled 10 billion daily requests from 30M users, with 100TB+ of data stored
- Introduced distributed key-value storage to scale critical APIs beyond single relational DBs
- Architected and coded over a dozen services for storage, lobby and matchmaking, leaderboards, stats, user-customized gameplay and social features used by all game titles.

### Lead Software Developer

### Pivotal Payments

Jul 2010 – Jan 2011

Brought back to consult on improving performance and helping re-build the in-house dev team.

- Stabilized and optimized crashing, unusable system in an emergency two week dash
- Implemented an innovative application replication solution to bring Apdex to 99%

### Lead Software Developer

### Wantsa Facebook Apps

Aug 2009 – Jul 2010

Responsible for cross-platform social networking back-end API relating to daily deals and social network advertising at the small startup. Responsible for extending and maintaining Ruby On Rails social apps.

- Optimized, unit-tested and refactored app to new company specs within 3 months of arriving
- Facilitated the company's first major revenue deal through rapid-prototyping, building a brand-new product in two weeks

**Senior/Lead Software Developer Pivotal Payments**

Aug 2005 – Oct 2008

Responsible for daily operation of an 8 person team designing and developing financial business web applications on the cutting edge of Python enterprise development. Domains included application processing, commission calculation, billing and statements and data imports from 3rd party processors.

- Inheriting a failing, stalled project, deployed usable software within a month of arriving
- Grew the team from 2 to 8 developers and delivered over 50 releases of the application

**Web Developer**

**Paysystems**

Jun 2002 – Jun 2003

Part of a 5-15 person team building and maintaining web-based processing systems for online credit card transactions, written in PHP and ASP on an MSSQL backend.

- Migrated 100 pages of ASP into PHP in the course of a single week
- Maintained and improved the legacy ASP system of thousands of pages

**Education**

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B. Eng. In Software Engineering – Concordia University, Montreal

2001- 2006