



Profile

I am a passionate software engineer and leader with over 15 years of experience. I build and inspire my teams to have shared ownership of the vision, process and product. Innovative products emerge through team communication, collaboration and focus.

Skills

- ❑ Large Scale system design and architecture using microservices, REST APIs, and queues
- ❑ MySQL, PostgreSQL, SQL Server, Oracle, MongoDB, DynamoDB, Redis, memcached
- ❑ Node.js, Python, Ruby, C#, Java, C/C++, HTML5, CSS3, JavaScript, jQuery, Knockout, React
- ❑ AWS, Docker, Vagrant, Fabric, Capistrano, Continuous Integration & Deployment, Nginx, Varnish

20% front-end

35% middle-tier/API

45% database

Work Experience

Maker Studios / The Walt Disney Company

Senior Director, Engineering (Apr 2014 to Present)

Lead Software Engineer / Senior Manager (Jun 2013 to Apr 2014)

Senior Software Engineer (Oct 2012 to Jun 2013)

- ❑ Create systems using Node.js running on AWS to increase the success of Maker's 50,000 content creators.
- ❑ Manage multiple engineering teams, ensuring sprints run smoothly and teams are on track.
- ❑ Led teams and contractors to build scalable video framework powering 12 mobile apps and 18 sites.
- ❑ Coordinated migration to new video platforms to reduce infrastructure and engineering cost, saving over \$1 million per year.
- ❑ Developed asset management system to enable distribution of over 15 million videos to partners.
- ❑ Led hiring and onboarding of 15 engineers while ensuring high morale and low turnover.
- ❑ Facilitated technology review and integration for Disney acquisition and post-acquisition transition.

Conversive, Inc.

Lead Software Engineer (Sep 2009 to Oct 2012)

Senior Software Engineer (Nov 2003 to Sep 2009)

- ❑ Developed suite of scalable, enterprise-class customer service chat applications utilizing Microsoft .NET/C#, JavaScript, jQuery, AJAX, SQL Server, and a Pattern Matching/NLP/Search Engine.
- ❑ Led engineering team and managed contractors to build agent-facing and visitor-facing web applications.
- ❑ Designed, developed and delivered data warehouses for analyzing large amounts of chat data using Microsoft SQL Server Integration Services (SSIS).
- ❑ Improved development process by implementing continuous integration server and configuring automated builds and unit tests.

Landor Associates

Oracle Programmer (July 2001 to Nov 2003)

Open Source Projects

HTML5 Games:

Astriarch: Multiplayer Space Strategy Game implemented in Node.js and MongoDB leveraging HTML5 Canvas and WebSockets github.com/MasteredSoftware/Astriarch

Chem Fight: HTML5 Chemistry battle game in under 13k github.com/mpalmerlee/ChemFight

Qlinqo: HTML5 game using the Box2dWeb physics engine github.com/mpalmerlee/Qlinqo

Libraries:

Stratiscape: HTML5 Canvas library github.com/mpalmerlee/Stratiscape

console-ten: Simple console Timestamp Extension for Node.js github.com/mpalmerlee/console-ten

covectric: Vector based search engine for finding text similarity github.com/mpalmerlee/covectric

Education

Bachelor of Science, Computer Science *California State University Sacramento (CSUS) - 2001*