# **Brad Johnson**

# Software Developer

Experienced Software Developer with expertise in building scalable, distributed systems

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#### WORK EXPERIENCE

#### **Software Development Engineer**

#### Amazon

December 2022 – February 2024 Highlights:

Montréal, QC

- Worked in analytics and data processing for retail, responsible for highly available, low-latency customer insights for internal and external data consumers
- Identified inefficiencies in security processes for the organization and spearheaded a cross-team initiative that became a director level goal
- Lead development on the project to reduce operational overhead for teams to develop secure software. By developing
  automated processes, my team was able to produce a net reduction of 120 weeks of SDE effort per year
- Mentored and provided datapoints for the promotion of a junior team member

### **Software Developer (Matchmaker)**

#### Unity

March 2021 – December 2022 Highlights: Montréal, QC

- Responsible for development and direct developer support of the matchmaker for multiple live games with hundreds of thousands of concurrently connected users
- Lead design and architecture for the control plane and other core parts of the matchmaker and participated in all design and architecture discussions from inception to completion of the product
- Collaborated across teams to efficiently decompose problems and utilize existing solutions
- Developed prototype games utilizing the matchmaker in order to develop user empathy and identify problems before the product was brought to market

# **Backend Software Developer**

#### Octave Group

February 2020 – March 2021 Highlights:

Montréal, QC

- Responsible for development and support of microservices in multiple programming languages
- Advocated for reactive programming by taking initiative to create and document a new microservice template
- Was the backend development lead for two large cross-team projects that were delivered successfully and on time
- Provided mentorship to new team members

# **Backend Software Developer**

MindGeek

October 2018 – February 2020

Montréal, QC

Overview: Worked on microservices and infrastructure for an Alexa top 1000 ranked website

### **Full Stack Software Engineer**

Lucidea

May 2016 – October 2018

Vancouver, BC

Overview: Worked on the Core team responding to feature requests and bug reports from clients and internal users

#### **AWS Certified Solutions Architect - Associate**

Jan. 2021

#### **TECHNICAL SKILLS**

Languages		Frameworks		Tools		Methodologies
* Python	*Typescript	Node.js	gRPC	AWS/GCP	Docker	Scrum
<b>★</b> Go	<b>*</b> C#	Flask	Cucumber	Kubernetes	Terraform	KanBan
<b>★</b> Java	Lua	Reactor	ASP.NET	Helm	Gitlab CI	Behaviour Driven Development
Clojure/Cljs	Swift	JUnit	NUnit	MySQL	MongoDB	Event Modeling
Bash/Zsh		Dropwizard	Spring	RabbitMQ	Databricks	Domain Driven Design

#### **EDUCATION**

### **Bachelor of Science, Computing Science**

Simon Fraser University

September 2013 - April 2016

# **Diploma of Technology in Computer Systems Technology**

Digital Processing Option

British Columbia Institute of Technology

Graduated with Distinction

January 2011 - April 2013

# **OPEN SOURCE & PERSONAL PROJECTS (2023-PRESENT)**

### **Grug (Godot Game) -- Ongoing**

Godot

February 2024 – Ongoing

Creating a game in the Godot engine where the purpose is to use a visual programming interface to automate a solution to a puzzle

- Creating an ambitious puzzle game using the Godot game engine, currently in early stages
- Designed a visual programming interface that uses lua for interacting with the puzzle mechanics of the game
- Items exist as abstractions for scripts programmed in lua, enabling and encouraging players to create their own items using lua that can be used in the puzzles

### Swift Apps (Togemon and MouseHook)

Swift

January 2023

Small projects that I published to help solve a common problem with remote monitor extension tooling on MacOS

- Identified a problem common with the remote monitor extension tool "Parsec"
- Created two applications, one that efficiently mimics mouse movements to enable visibility on remote monitors, and one that sits in the toolbar and allows easy customization of monitor layout
- Published both under permissive licensing for free and received positive community feedback

#### **Personal Website and Mail Server**

Various Languages & Tools

April 2011 – Ongoing

Maintenance and daily use of a mailserver and personal website that I've been operating for over 10 years

- Website runs on a bare metal LAMP stack using Debian stable
- Mailserver runs using Postfix as MTA and Dovecot as IMAP server