Aaron Bartholomew

Software Engineer, Technical Leader

+1 (619)-905-1105
aaronwinslol@gmail.com
github.com/blixxurd

Trust & Will, San Diego — *Platform Engineering Lead*

July 2021 - Present

- Led and mentored a team of 4 platform engineers and worked as an individual contributor converting a monolithic application into scalable microservices in NodeJS & TypeScript on AWS
- Architected & developed a file upload service that acts as the backbone to Trust & Will's asset vault
- Architected, and led development of a new authentication & accounts service, which enabled SSO integrations for partners, 2FA, account-to-account access sharing, and more
- Set code & software standards across both frontend and backend teams, and mentored other team leads to promote high quality code standards across the entire organization
- Created cross-application logging and alerting private NPM module, resulting in decreased error rate across the entire legacy application stack and higher levels of stability for end users
- Architected & developed a headless commerce service to be used across all products & brands
- Architected & developed a scalable service for generating legal PDF documents (Trust and Wills)
- Developed client side SDKs to make platform systems easily available to frontend engineers

Polymath, San Diego — *Software Engineering Lead / Founding Partner*

January 2016 - July 2021

- Architected and Developed the Polymath Headless CMS, a multi-tenant SaaS built in Ruby on Rails
- Managed and assisted with hands on full stack development of multiple large scale ecommerce builds, marketing site rollouts & website launches for high profile clientele in the YouTube & Twitch space
- Architected and Developed a donation platform for MrBeast's Philanthropic organization, enabling tens of thousands of donations in the weeks following its launch
- Developed multiple serverless APIs and automation systems for varying client requests & internal needs

Intrepid Studios Inc, San Diego — *Senior Platform Engineer*

July 2018 - January 2020

- Architected & Developed Account & Billing System Intrepid Studios games, working as a developer on core platform services, primarily backend with occasional assistance in frontend engineering
- Developed internal APIs for in-game purchase fulfillment, account linking with third parties, and other internal use cases. Provided SDKs for use in client systems.
- Developed microservices to support customer service tooling, BI, headless commerce, partner integrations, and more
- Oversaw and aided in full stack development of 3 different marketing websites
- Developed features and functionality for the Intrepid Studios game launcher in React and Electron
- Led migration of cloud services from Azure to AWS
- Took on the role of technical lead for the Platform team, with 3 direct reports

Daybreak Game Company LLC, San Diego — *Senior Web Engineer*

September 2017 - June 2018

- Built multiple JavaScript powered event pages & broadcast tools to track game tournament progress for high traffic events such as TwitchCon and Dreamhack
- Built the Daybreak Insiders application, using Postgres, Angular, NodeJS and Express
- Built the MyH1Z1 Leaderboards system using Angular, used to showcase large scale esports events

LeaseLabs, San Diego — *Web Development Manager / Sr. Engineer*

January 2015 - December 2016

- Directly managed a team of 10 Web Developers, and worked both hands on as an IC (frontend) and in a management capacity for over 200 website launches
- Aided in the development of a proprietary CMS Platform for the multifamily housing industry used by thousands of organizations nationwide
- Created a website automation system that enabled our dev team to cut down build times by ~40%
- Developed apartment finder app using Angular & Ruby on Rails

Power Digital Marketing, San Diego — *Lead Web Developer*

December 2013 - January 2015

- Led all web development projects on a technical level, and contributed to development work as an IC
- Created and implemented a custom development stack & workflow made up of LAMP, Git, Bootstrap, and SCSS to speed up and standardize all web projects

Sony Online Entertainment, San Diego — *Web Developer*

May 2011 - November 2013

- Created new websites, added new functionality, and provided upkeep on Sony's web properties
- Developed game launchers using Python, data-driven player stats applications using JavaScript, and other web based experiences to accompany our AAA game launches.

TECHNICAL EXPERIENCE HIGHLIGHTS

Languages, Frameworks, and Libraries:
NodeJS, JavaScript, TypeScript, Ruby, PHP, Postgres, MySQL, MongoDB, NGINX, VueJS, React

High Level Technologies & Concepts:
Microservice Development, Serverless Technologies, API Development, Front End Engineering, Analytics Platforms, SCRUM & Agile Methodologies, Cloud Systems (AWS, Azure), Git, CI/CD, Cloud Automation

ADDITIONAL QUALIFICATIONS & SOFT SKILLS

- 6+ years DevOps & workflow automation experience
- 7+ years experience managing and mentoring teams of developers, as a direct manager & as a tech lead
- Over a decade of professional experience in frontend, backend, full stack engineering & general web development for large organizations, startups, and direct clients
- Active learner; always keeping up to date with new and developing standards
- Highly motivated self starter with a strong attention to detail