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OBLIGATORY PROFESSIONAL GOALS STATEMENT

To always learn and do cool new things with technology.

SOME ACRONYMS & BUZZ-WORDS I'VE USE ALMOST DAILY

C#, TFS, AWS, Micro Service, Scala, Java, Ruby, JSP, JS, Git, S3, SQL, Mongo, SQL Server, Node.js, JSON, Lua, Memcached, AJAX, Servlet, MVC, Redis, null, Auth 2.0, REST, HTML, DHTML, MySQL, Cloud, Flash,, Tag, vi, CSS, XML, XNA, Unit Test, LAMP, CVS, Linux, Tomcat, grep, Apache, Ant, NaN, TCP/IP, SSL, SDN

SOME ACRONYMS/BUZZ-WORDS I'VE USED IN THE PAST AND STILL REMEMBER

C#, .NET, ASP, VB, CMOS, IRQ, malloc, Python, SourceSafe, BIOS, GPF, kill -9, MFM, CTOS, IPX, ScreenCanvas, BitBlt, Dirty-Rect, NULL, Debug Monitor, NOP, Bit Mask, Core Dump, Resource Manager

QUALIFICATIONS

- 25 years of professionally programming a wide variety of applications in Scala, C#, Java, Ruby, JavaScript, Lua, PHP, Objective C and C++.
- 16 years of programming high-performance scaling websites.
 - Design, development, enhancement and maintenance of high volume site engines from presentation layer to persistence.
 - C#, Scala, Java, Ruby, JSP and JavaScript, C++, Objective C, Lua
 - Thread safe programming, practices and debugging.
 - Use of REST, WebSockets, Servlet 3.0, and various polling techniques
 - Lots of JSON, XML with SAX, JAXB, Jersey, Xerxes, etc. etc.
 - Integration with and knowledge of an SQL (MySQL, SQL Server, PostgreSQL, Derby), and NoSQL (MongoDB, redis, memcached), JDBC, ODBC and Hibernate
 - Objective and NOSQL persistence such as MongoDB, Redis, SimpleDB, Membase
 - Spring, Struts 2 and other frameworks
 - Developed with IntelliJ IDEA, NetBeans, Eclipse or a simple text editor (like vi).
 - Integration with 3rd party vendors.
 - Ant scripts, Make files and Maven.
 - Git, SVN and CVS version control
 - Familiarity with Linux, Mac and Windows-based servers and development environments
- Over 7 years of experience programming software in C, C++
 - Microsoft Visual C, C++, CodeWarrior, some Assembly (Intel architecture)
 - Object-oriented multi-threaded design and development.
 - Familiar with several graphics and sound libraries (2D and 3D) such as DirectX, OpenGL and some internally developed cross-platform sound/ graphics libraries (Berkeley Systems and Presage).
 - Experienced in cross platform development (simultaneous and conversion) and localization issues
- With my broad degree of experience and many interests (see Projects below) I learn new systems, styles, libraries and processes rapidly. I also fit into teams easily and I'm quite familiar with deadlines, milestone pressures and crunch-time heroics when necessary.

PROJECTS

I have many programming projects I have spent my spare time on over the years and I have several web pages describing recent ones, past ones and the various ideas, languages and technologies they use at: <http://www.twilightfair.com/JeffsProjects/index.shtml>

RECOMMENDATIONS

I have recommendations and more information on my LinkedIn profile at <http://www.linkedin.com/pub/jeff-thomas/0/a49/563>

EXPERIENCE

Roblox, San Mateo (www.roblox.com) Aug 2015 – Dec 2017

- Built new end to end API services to handle both web and studio client traffic with over 5,000 requests a second in C#.
- Optimized several old API services for better traffic handling
- Converted API services from Microsoft MVC to WebAPI architecture.
- Implemented several new features on the Roblox website including moving many multi-paged result lists from index based to exclusive start key based paging for performance reasons.

Kabam, San Francisco (www.kabam.com) Jan 2013 – May 2015

- Spent the last year and a half on a team which designed, built, launched and subsequently expanded a new service for tracking player sessions, behavior and loyalty information across all of Kabam's mobile games. The back-end service was written in Scala as a lightweight high volume process. The project included native mobile libraries for IOS and Android which game teams integrated. There were also server side libraries to be integrated with game servers which were provided in Ruby, PHP and Node.js versions.
- Did exhaustive performance evaluation of a PHP based payments system.
- Initially worked on Kabam's Ruby on Rails based website, adding functionality and optimizing performance.

BitPollen, San Francisco (defunct) Sept 2012 – Oct 2012: Senior Developer

- Contracted to complete and optimize their proof of concept player data aggregation service.
- Re-factored parts of their PHP API to no longer use the Zend framework for speed reasons.
- Expanded their Zend web application with more proof of concept features.
- Moved algorithms run nightly in Perl scripts into SQL stored procedures for better performance and greatly expanded functionality.

Rocket Ninja, San Francisco (www.thirdmotion.com) Nov 2010 – Sept 2012: Senior Developer

- Brought in to help manage and expand Wrestler: Unstoppable (<http://apps.facebook.com/unstoppable/>) which the company had just purchased from it's original developer. It used a Java custom REST inspired server with Amazon SimpleDB persistence and extensive JavaScript on the client.
- Re-factored major parts of the front end to a new design specification.
- Built a task based multi-branched mission system end-to-end (from persistence layer to UI) into the game and expanded on it several times.
- Aided in the integration of all new Flash based 3D interface elements by developing a new Java server API with the Flash developers.
- Created a lightweight Node.js polling server to sit in front of Amazons Simple Notification Service. It supported multiple channels with message history and long, short or WebSockets connections.
- Took over maintenance and further expansion of an out-of-house developed CDN management tool written in Node.js.

- Created a new “thin server” using Java and Mongo and the ActionScript glue code for a new Flash-based Facebook game that is currently unannounced.

RichRelevance, San Francisco (www.richrelevance.com) April 2010 – Oct 2010: Senior Developer

- Re-factored major parts of the Java high volume recommendation pipeline to better allow injection of specials and to integrate hooks for a decorator style pattern (for use with the display view).
- Re-factored code base to allow non-US money types.
- Created a new data roll-up for use in the nightly batch processing to build recommendation data for a particular client, and implemented the front end to utilize the generated data.

VideoJax, San Francisco CA (defunct) January 2007 – Nov 2009: Senior Developer

- Took over development, debugging and maintenance of Facebook supporting back-end game engine in Java with MySQL persistence.
- Within the year took over responsibility for development, debugging and maintenance for entire Java game servers code base.
- Designed and implemented replacement for legacy custom DAO layer with a focus on simplicity and object level LRU caching for speed.
- Designed and implemented REST based replacement for legacy SAX based XML game communication layer (from Flash client game to Java based back-end system) using Tomcat and Jersey.
- Helped design and implemented data archive system for played game historical data using merged archive tables in MySQL.
- Helped oversee moving game server farm from our standard collocation data-center to the Amazon EC2 cloud.
- Designed and implemented back-end engine for our custom chat system and multi-player game which uses Comet based long polling techniques in Tomcat 6.

GoFish, San Francisco CA (defunct) August 2005 – November 2007: Software Architect

- Originally helped debug, enhance and launch a large site upgrade developed by a 3rd party vendor (Lohika) utilizing Spring/Struts/Tiles and Hibernate as well as a custom search Web Service.
- Helped design, implement and launch a homegrown MVC framework to replace the 3rd party developed one which could not be evolved fast enough for our business.
- Designed and implemented a custom AJAX in-place CMS management tools utilizing Yahoo's JavaScript utilities.
- Designed and implemented a dynamic AJAX like modular content loading system to allow hot-sapping of partial pages without reloading.
- Designed and implemented a new Slot & Widget based CMS solution which does not rely so heavily on JavaScript, is more stable and more convenient for the content editors.

MarketLive, Petaluma CA (www.marketlive.com) May 1997 – April 2005: Core Engineer

- Originally personally designed and developed full scale e-commerce site utilizing Microsoft Internet Information Server, Active Server Pages, SQL Server, JavaScript and ActiveX Server Plugins in C++. This became the Market Place engine still in use today.
- Designed and developed real time data integration between a Market Place site and a clients eCommetry legacy system using custom C++ ActiveX objects
- Core Engineer for design, development and implementation of next generation e-commerce engine called MarketPlace which utilizes POJO, JDBC, JSP and MS-SQL or Oracle databases. The MarketPlace engine has been used extensively by MarketLive, a list of sites implementing it can be found at www.marketlive.com.
- Provided support, bug fixing, enhancements and modifications to the MarketLive engine for client projects.
- Designed and developed feature modules for MarketLive including Advanced Search, Intelligent Cataloging (integrating Scene7 technology) and so on.

- Began design and development of the next generation e-commerce site, utilizing Swing, Hibernate, Struts, JUnit, JSP and MS-SQL.

Presage Software Development Co Inc., San Rafael CA 1995 –1997: Senior Software Engineer

- Lead Programmer for product Chess Mates published by Interplay under their education pseudonym Brain Storm.
- Entered the project 1 year after development had begun and over the next full year oversaw and/or implemented the addition of many new features, the conversion to Windows 95, then back to Win3.1 and then to Macintosh as well as bug fixing up to the ship-date, which was met.
- Wrote small chess engine to support the learning of chess, the linked in BattleChess engine was not up to teaching certain tasks.
- Managed the wrangling of over 30,000 resource files including still art, animations, sound effects, voice-overs, game data etc. etc
- I then converted Star Control III from DOS to the Macintosh with TCP/IP, AppleTalk and IPX network gaming.

Berkeley Systems, Berkeley CA 1992 – 1995: Software Engineer

- Coded After Dark screen saver modules across both Windows and Macintosh platforms in 'C++'.
- I wrote a total of 11 modules for both platforms in four shipping products, The Disney Collection, The Simpsons Collection, Totally Twisted and After Dark 3
- Module creation required an in depth knowledge of computer animation, graphics and sound techniques on both platforms, not to mention a well-organized and modular approach to programming.
- The engineers on each project also worked closely together creating tools and objects to make module creation easier for each future project, developing a cross platform 'C++' object library which streamlined module development.

AMEX Life, San Rafael CA April 1991 – December 1991: Systems Support Contractor

- Managed Help Desk for entire LTC division solving Novel network, PC, Mac and mainframe problems quickly and efficiently.
- Assisted in a variety of systems/network related projects including but not limited to the reorganization of network printing, the ongoing replacement of Macintosh and IBM terminals with Windows based PC's and the development of a Technical Services Request tracking system in Visual Basic using the Paradox database engine.
- Worked on installing and updating systems and integrated a variety of new software on Macintosh's and Windows PCs over the network. Assisted in computer software audit of division. Compiled audit data and aided in completion of projects within given deadlines.

EDUCATION

HIGH SCHOOL 1985 GRADUATED
 SANTA ROSA J.C. 1985-1986
 SONOMA STATE UNIVERSITY 1986
 DELTA J.C. 1987-1989