ADAM L. WATSON

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EXECUTIVE SUMMARY

Highly effective leader and manager of product engineering teams. Seasoned multilingual generalist. Expert in the design and development of highly scalable and fault-tolerant systems architecture.

OPERATING SYSTEMS & PLATFORMS

Mac OS X, Windows, Linux, iOS, Arduino (Processing/Wiring), DOS

TECHNICAL, SOFTWARE & PRODUCT EXPERTISE

- Ruby, Javascript, C, Objective C, Java, ActionScript, PHP
- bash, vim, screen, scp, rsync, ssh, puppet, rsyslog, irc, capistrano, shell scripting & systems automation
- nginx, HAProxy, Apache (httpd), Rack, Memcached, Redis
- Scalable Internet Systems Infrastructure, SOA, REST, Network Design, TCP / Sockets, IPv4, DNS
- AWS (EC2, S3, EBS, ELB, CloudFront), Digital Ocean, Linode, RightScale, and related cloud computing technologies
- MySQL, MongoDB, MarkLogic, Some working knowledge of Hadoop & HDFS, Familiarity with HBase and Pig
- MOO Tools, JQuery, Smarty, CSS, HTML, Freemarker, Propel
- Photoshop, Fireworks, Flash Pro IDE, Illustrator, InDesign, OpenSCAD
- Logic Pro, ProTools, MaxMSP/Jitter, Audio Mastering, Video Post

EXPERIENCE

LEAD ENGINEER & SR. ENGINEERING MGR, DENA WEST SAN FRANCISCO, CA — JUL 2011 - NOV 2013

- Leading the engineering team responsible for virtual currency, inventory and purchase processing systems that power the Mobage Platform and it's integration with Google Play and iTunes Store mobile app markets.
- Providing guidance, support, quarterly reviews and growth opportunities for junior and senior server engineering staff.
- Working directly with our Product Manager, User Experience and Analytics Leads to architect user and developer-facing monetization features for DeNA's worldwide mobile gaming platform.
- Performing code reviews and developing technology roadmaps for our developer-facing REST API systems.
- Administering fault-tolerant, multiple master database systems that service millions of application server requests daily.
- Designing and engineering scalable, extremely high-volume SOA server components and developer-facing APIs and tools for a worldwide cross-platform mobile social gaming network.

DIRECTOR OF OPERATIONS AND ENGINEERING, OHAI!   SAN FRANCISCO, CA — JAN 2010 - JUL 2011

- Member of the Executive Management team, which consisted of the CEO and company founders.
- Directly managed and led our Tech Operations, which was responsible for hosting and colocation, cloud computing infrastructure, hardware and software purchasing and vendor relations.
- Designed and implemented scalable, reliable cluster architecture based on Amazon Web Services (EC2, ELB, EBS, S3, CloudFront and CloudWatch) and the RightScale platform. Migrated all colocated infrastructure to the cloud.
- Designed and engineered all internal administration, automated continuous integration, and built deployment tools to support Agile development process using PHP, JavaScript, MOOTools and bash shell scripting.
- Created a scalable Facebook web app client framework utilizing MVC patterns using PHP, JavaScript, MOOTools, and CSS.
- Integrated MixPanel and proprietary analytics to assist in A/B testing, marketing optimization, and user acquisition.
- Implemented viral platform features including Facebook stream posts and notifications.
- Implemented Facebook OAuth2 authentication to support our migration to the Facebook Graph API.
- Designed a platform RPC system using Java and Hessian to enable access to data and web components from high-performance asynchronous game servers.
- Designed a highly performant version-based filename caching system using Apache mod_rewrite that allows for automatic caching and invalidation of resources compatible with Amazon's CloudFront CDN solution.

PRINCIPAL ENGINEER, TEAM LEADER, BEBO, INC   SAN FRANCISCO, CA — MAY 2008 - JAN 2010

- Led the Core engineering team at Bebo's San Francisco headquarters. Core engineering was directly responsible for the design and engineering of highly available, user-facing software products that engaged over a hundred million users, and generated tens of millions of page views every day for one of the world's most popular social networks.
- Primary working technologies included Java, Flash / Flex / ActionScript 3, and JavaScript / MooTools / YUI.
- Responsible for management-related duties, including hiring of new employees, mentorship of current employees, and establishment of best practices regarding product and process.
- Interfaced with UI, Design, and QA teams to manage product development through entire software development lifecycle.
- Sole engineer for all ActionScript code produced for Bebo, including the port of Facebook-compatible AS3 API libraries.
- Responsible for creation of Java web solutions that helped form and power the core user experience at Bebo.com.

LEAD PROGRAMMER, FPMI SOLUTIONS, INC   ORLANDO, FL — 2005 - 2007

- Designed and developed complex computer-based training and interactive simulation software for the Courseware, Simulations and Training division.
- Primary clients of FPMI included several branches of the United States Military and Department of Defense.
- Working technologies included ActionScript 2.0, C++, Visual Basic, and XHTML.

SR. APPS DEVELOPER, CONTRACT MANAGEMENT SOLUTIONS   WINTER PARK, FL — 2003 - 2004

- Developed and tested code for a suite of commercial, enterprise-level web applications.
- Oracle DBA, responsible for cross-platform development strategies and solutions.
- Designed, developed and tested the data migration software tools that automatically converted MySQL to MS-SQL or Oracle databases for our software products.

PERSONAL / OTHER

Avid enthusiast of the Arduino micro-controller platform, and enjoy designing and building hardware / software projects.

I built a 3-D Printer, and use it to design, prototype and build custom enclosures for electronics & hardware projects.

Electronic musician and producer—currently own and operate a home-based music studio.

Glassblower and enthusiast of blown glass sculpture.

EDUCATION

John Dickinson High School, Wilmington, DE — Diploma, 1986-1990

University of Delaware, Newark, DE — Major in Computer Science, 1990-1991

Computer Learning Center, Philadelphia, PA — Associate's Degree, Computer Science, 1991-1992

References, code samples, media portfolio, and published work examples will be provided upon request.