

MIKE SMULLIN

SOFTWARE ENGINEER

PROFILE

Creative, family oriented, team player. Conscious cultivation of both breadth and depth of experience. Early adopter. Loves to learn and deliver!

SKILLS

Support
Communication
Strategic Planning

Assembly (x86_64, ARM)
Compiled (C, C++)
Intermediate (Java, C#)
Interpreted (JS/ES6, Ruby)
Transpiled (Haxe, TypeScript)
and more.

EDUCATION

West High School - SLC, UT
Applied Tech, Honor Grad
1999 - 2003
Earned Scholarship

13+ years of full-time
professional computer
programming.

CURRENT INTERESTS

Real-time simulations, distributed systems, asynchronous and multithreaded programming, memory management, cyber security, disassembly, reverse engineering, penetration testing, graphics programming, hardware interfaces, multimedia tooling.

EXPERIENCE

WildWorks, Lead Server Developer | Mar 2013 - present

- Lead effort in porting Animal Jam game client and asset data to both HTML5 and native cross-platform binaries for primary title.
- Goal achievement and growth added responsibilities each year--cloud architecture, distributed microservices, network security, front-end game client programming.
- Documented, maintained, ported aged software and systems.
- Containerized devops to 200+ services with high uptime, availability, and backup redundancy.
- Monitored and mitigated security threats in real-time.

Luxus Worldwide, Sr. Software Engineer | 2010 - 2013

- Interactive HTML5, video, and print design for Whole Foods.
- Internet-based education platform for Cooper Fitness.
- Proprietary business intranet applications for Nokia corporate.

see also: [linkedin.com/in/mikesmullin](https://www.linkedin.com/in/mikesmullin)

Skills cont'd: HTML5, CSS3, Node.JS, AS3, Lua, GLSL, Scala, Groovy, Flow, CoffeeScript, PHP, Unity3D, Vert.x, Git, SVN, Blender, Animate CC, Photoshop, Illustrator, Windows, Ubuntu, OS/X, IntelliJ IDEA, VSCode, Visual Studio, VIM, AWS, VirtualBox, VMWare, Jenkins CI, Bash, Kubernetes, Docker, Chef, Ansible, Hadoop, Redis, MySQL, PostgreSQL, MongoDB, Golang, Rust, TCP/IP, UDP, HTTP, Protobuf.

see also: github.com/mikesmullin