

# 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, Protobuff.

*see also: [github.com/mikesmullin](https://github.com/mikesmullin)*