

Walter Gonzalez

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Objectives

- Dedicated to architecting and developing high-impact software solutions with a focus on delivering exceptional user experiences.
- Leveraging years of engineering experience to architect high-impact software solutions, while remaining a hands-on contributor in the development of leading-edge technologies.

Summary

- **Extensive software engineering** experience as an individual contributor and leader, with considerable breadth in all aspects of server development. Architected and Implemented **Enterprise Servers (JEE)**, Iterative and Concurrent **Native Servers (Socket layer APIs)**.
- Energetic, Self-starter, Self-Driven, Capable of producing technical products single-handedly or as a team member or Lead. Experienced as Engineering Manager, Software Architect, Technical Lead and in customer interfacing roles such as onsite Consultant and Technical Expert. Led cross functional geographically disperse teams. **Proven track record delivering products** on time in highly competitive environments.
- **Proficient with Linux/UNIX as a developer and system administrator.**
 - **Self-sufficient in creating and supporting development infrastructures** including development databases, deployment strategies, source revision control systems, continuous integration, system administration and managing **cloud services**.
- **Considerable breadth in Server and Client application development topics.**
 - Invested several years designing and developing Synchronous and Asynchronous online services in the Video Game Industry. Setup CI/CD environment for continuous delivery of product.
 - Applied relational and NoSQL solutions to deliver scalable, stable and cost effective solutions.
- Excellent Object Oriented Analysis and Design (**OOAD**) skills. Experience applying object-oriented design patterns and methodologies, hands on working experience with relational and NOSQL databases, and internet-related technologies including **JEE, XML and Java Server** applications.

Experience

Trend Micro, Roseville, CA
Staff Software Engineer

2019 to 2026

- Contributed to the development of new features in **Trend Micro TippingPoint Security Management System (SMS)**. Worked on Client and Server side implementations (**Java, Linux, Centos**). Worked on SMS support for **ACME TLS Certification renewals**. **Increased throughput** on critical network services.
- Helped implement **IoT connectivity** between SMS to Vision One. (**AWS, C++, Docker**)
- Led development of **SSL/TLS inspection** features in Cloud One (**Scrum Master, Team Lead, AWS DynamoDB, EC2, Lambda, Terraform**). Worked with Product Management, in leading development of proof-of-concept features.
- Certifications: **Trend Micro Certified Expert for TippingPoint, Scrum Master Certification**

Artistic Mojo Software, Folsom, CA
Software Engineer / Technical Lead / Founder

2017 to 2019

Architected a proprietary SaaS Product Analysis Suite of tools to study a Supplier's inventory of thousands of products. Developed an engine to identify list of products to increase margin and maximize ROI.

- Designed and Implemented a PHP Frontend and a Java Backend Service, partitioned into Micro Services, using MySQL as a database.

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- Applied a Java Micro-Services Architecture with Asynchronous Processing Flow that combined ORM and Stored Procedures.
- Deployed in AWS Cloud. Applied **Consul**, the Service Discovery for Kubernetes to automate **Prometheus** monitoring of micro services. Setup Operational Dashboards.
- **Grafana, Prometheus, Docker, Registrator, Consul, RDS/EC2, Apache, PHP, JavaScript, CSS, Yii2 MVC, Composer, MySQL, Java, REST, Spring Boot, SpringJDBC, JPA/Hibernate, Tomcat, ActiveMQ**

Provided Technical Consulting Services and worked on various e-commerce initiatives.

- Developed E-Commerce Sites. Custom implementations for currency localization and shipping options.
- Implemented Ecommerce small business infrastructure:
 - **Site traffic and Advertising Funnel telemetry dashboards.** Google Analytics
 - **CRM integration**
 - Setup and administered cloud services (**AWS EC2/RDS/S2, Docker, Jenkins, Wiki, CRM**).
- Integrated asynchronously with E-Commerce APIs: **Amazon MWS**, Facebook and others (**Java**).
- Android Mobile Application development (**CMake, Gradle, Java, C++, SQLite, MVVM, XAML, Android NDK**)

CI / CD

- Managed Jenkins Service for Build, Test, and Deployment of Web Services.

EA Capital Games, Sacramento, CA

2012 to 2016

Studio Technical Director / Software Engineer

- Delivered Online Services for multiple online games with server frameworks written in Java and PHP
- Responsible for delivering stable, scalable, high performance, and cost effective architecture for mobile titles. Services deployed in **AWS**.
- Successfully drove key initiatives for each product release by partnering with various stake holders across the organization. Identified and manage technical risks and opportunities. Firefight as needed.
- Coordinated development efforts across multiple locations (Sacramento CA, Austin TX, Kitchener, Ontario, Spain, Romania, St. Petersburg).
- **Environment: SCRUM, Java, Php, C#, Android, iOS, AWS EC2 / DynamoDB / S3 / Kinesis, DataDog, Loggly, HockeyApp/AppCenter, Jenkins.**

EA Tiburon Studio / EA Sports, Orlando, FL

2011 to 2012

Server Programmer / Telecommuting Contractor

- Nominated for Tiburon Studio's Sharkie Outstanding Feature Award (January, 2011). This was for contributions to the new Online Team Play (OTP) feature in 2011 EA Sports titles.
- Developed online services for Playstation3 and Xbox, for Online EA Sports Titles, using the proprietary EA Blaze Server Framework. Worked on services supporting new features such as Online Team Play, and Team Trades.
- Adapted and applied maintenance on existing services including: online statistics (Stats) tracking, Leaderboards, Matchmaking, and Game Reporting Service components
- Developed new RPCs (C++), adapted existing code, tracked down memory leaks, applied stress and performance tests.
- Wrote Lua stress tests to simulate use-cases for players to reproduce anticipated RPC load.
- **Environment: SCRUM, C, C++ and Embedded Lua, NAnt**

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EA Tiburon Studio / EA Sports, Orlando, FL

2008 to 2009

Software Engineer / Server Lead

Led the development of an online portal integrated with an Online Sports title. Developed and Integrated several XMPP services with a Liferay portal.

- Implemented a custom XMPP/BOSH Server with proprietary protocol extensions to provide secure connectivity to bosh clients. Developed XMPP/MUC bots to automate and efficient room management.
- Applied JEE patterns, Scrum and Agile methodologies.
- **Environment: SCRUM, Java/JEE, Liferay, JBoss, MySQL, portlets, Spring MVC, Struts, WSDL, JMX, JAXB, JS/AJAX, WebServices.**

EA Tiburon Studio / EA Sports, Orlando, FL

2007 to 2008

Software Engineer / Java Server Engineer

Developed real time server components to calculate game scores and winners in real time, in Java, for an EA online game.

- Supported 15,000 concurrent online players, with winners score, points and bonuses awarded every 15 minutes.
- Applied J2EE patterns; interfaced with existing frameworks.
- **Java/J2EE, JMX, XML, MySql, Spring Framework.**

Sony Computer Entertainment America (SCEA), Foster City, CA

2001 to 2005

Sr. Software Engineer / Server Technical Lead

- Designed and led development of commerce services over asynchronous **XMPP** protocols.
- Led the development of early commerce services in support for the launch of the PlayStation Network.
- These were early prototype commerce services for PlayStation 3. Architected a commerce service capable of handling 10,000 concurrent commerce users with over 100,000 users logged in.
- **Environment: CMMi, Java, Hibernate, JonAS, JBoss, Tomcat, Oracle and Struts. ESB, Maven**

Serus Corporation, Mountain View, CA

2001

Software Architect / Engineering Manager / Director of Engineering / Founder

Clubphoto.com, San Jose, CA

1999 to 2001

Sr. Software Engineer / Technical Lead / Engineering Manager

Silicon Graphics Inc. (SGI), Mountain View, CA

1997 to 1999

Engineering Manager, Global Services SGI

Silicon Graphics Inc. (SGI), Mountain View, CA

1995 to 1997

Programmer Analyst III

Silicon Graphics Inc. (SGI), Mountain View, CA

1993 to 1995

Regional Support Engineer

Silicon Graphics Inc. (SGI), Mountain View, CA

1992 to 1993

Product Support Engineer

Technical Skills

- **Languages:** Java, C, C++, PHP, Perl, Lua, SQL, PL/SQL, UNIX Shell Programming Shell (Bash, Bourne, csh, tcsh), JavaScript, Python
- **Web Servers:** Apache, Tomcat, Websphere, Jetty
- **Application Servers:** Tomcat, Weblogic, JBoss, JonAS, Glassfish, XMPP Routers (Antepo and Jabber XCP), ActiveMQ

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- **Networking:** HTTP, TCP/IP, SNMP, FTP, Jabber and XMPP protocols, Google Protocol Buffers
- **NoSQL:** Couchbase, Redis, DynamoDB, Voldemort
- **Cloud Services:** Digital Ocean, AWS DynamoDB, Kinesis, EC2, RDS, S3, Loggly, HockyApp/App Center.
- **Server Monitoring:** Nagios, Spring Actuator, Grafana, Prometheus, Cacti and NMS systems, Consul
- **Database:** DBA for MySQL (2 years), AWS RDS, PostgreSQL, Sybase, Oracle 8.x/9i, Oracle OCI APIs (C&C++).
- **Testing Tools:** Gatling, LoadRunner, JMeter, Junit, Mockito.
- **Methodologies:** OOP, Agile, Scrum, CMMi, UML
- **Front-end APIs:** Spring Boot, Spring Framework MVC, Struts, Spring Web Flow, JSP, Servlets, HTML/CSS, JavaScript/JQuery, PHP/Yii2, Perl/CGI, Orchid, Liquid, Velocity, Pebbles,
- **Back-end APIs:** JPA/Hibernate(ORM), iBATIS/MyBatis(ORM), WSDL, SOAP, REST, JAXB, JAXP, XML/DTD/XSD, XSLT/Xalan, EJB, OS Workflow, , JDBC, RMI, JAX-RPC, JMS, JMX, JNDI, JCA
- **Other Java Tech:** Quartz Scheduler, Liferay, Drools 2.0 (rules engine).
- **Build systems:** Jenkins, Makefile and build conventions, CMake, Make, Ant, Nant, Maven, Gradle
- **Source Code Mgmt:** GIT, Perforce, Subversion/SVN, CVS, RCS, ClearCase
- **Platforms:** Docker, UNIX and MS-Windows platforms. Administered various flavors of UNIX Systems (SVR4 and SVR5) for over 20+ years (IRIX, Solaris, Ubuntu, Gentoo, Debian, RedHat and others).
- **Other Tools:** Wireshark, Purify, Valgrind, DBVisualizer, Toad, Embarcadero suite, TogetherJ

Education

B.A., Applied Mathematics UC Berkeley, Jun 92

B.A., Physics UC Berkeley, Jun 91

U.S. Citizen

References available upon request