

Walter Gonzalez

(916) 365-2210
Walter@BrainBrass.com

<http://www.BrainBrass.com>
<https://www.linkedin.com/in/walter-gonzalez-007/>

Objectives

- Find a permanent or contract position in the vicinity of Sacramento County, CA where my experience contributes to the overall goals of the organization.
- To be a hands on contributor in a development group working with current and cutting-edge technologies.

Summary

- ❖ **Over 20 years of software engineering** experience as an individual contributor and leader, with considerable breadth in all aspects of server development. Architected and Implemented **Enterprise Servers (J2EE)**, 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**.
 - Strong domain knowledge of **UNIX development topics** such as Kernel Internals, System Programming, UNIX development tools and build conventions.
- ❖ **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 **J2EE, XML and Java Server** applications.

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
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 , HockeyApp/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, 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).
C & C++ APIs	: X11/Xt/Motif/lesstif , ViewKit (C++ based Motif layer toolkit), Unix Sockets , Unix IPC (shared mem, message queues, etc..) , Google Protocol Buffers , Posix , pthread , Real-time and Parallel Programming . Boost, XML Expat, XSLT/Xalan, MVVM/NoesisGUI, CppUnit, Log4cpp, Bouncy Castle Crypto APIs, Oracle OCI, Open Sybase Client Library, Wrote Custom Apache Module.
Other Tools	: Wireshark , Purify, Valgrind, DBVisualizer, Toad, BPwin, Embarcadero suite, TogetherJ, Erwin
Editors and IDEs	: JBuilder, Eclipse, Code Blocks, Unity3D, Visual Studio, Android Studio, vi, Emacs, NetBeans, MySQL Workshop and others.

Projects

Artistic Mojo Software, Folsom, CA Software Engineer / Technical Lead / Founder
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. (**Apache, PHP, JavaScript, CSS, Yii2 MVC, Composer, MySQL**)
- Applied a Java Micro-Services Architecture with Asynchronous Processing (**Java, REST, Spring Boot, JPA/Hibernate, ActiveMQ**)
- 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**)

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, Prometheus, Grafana, Docker, Jenkins**).
- 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 Game, Sacramento, CA 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 EA Capital Games Mobile titles, 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).
- Provided technical direction for multiple projects, from concept to launch. At times there were multiple simultaneous projects staffed from small to large teams.
Environment: SCRUM, Java, Php, C#, Android, iOS, AWS EC2/DynamoDB/S3/Kinesis, DataDog, Loggly, HockeyApp/AppCenter, Jenkins.

Online Game Portal Site, EA Sports

Server Team Technical Lead

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

Walter Gonzalez

(916) 365-2210
Walter@BrainBrass.com

<http://www.BrainBrass.com>

- 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 J2EE patterns, Scrum and Agile methodologies.
Environment: SCRUM, Java/J2EE, Liferay, JBoss, MySQL, portlets, Spring MVC, Struts, WSDL, JMX, JAXB, JS/AJAX, WebServices.

Asynchronous Commerce Services, SCEA, Foster City 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

Madden Server Development, EA Sports Software Engineer

- Nominated for Tiburon Studio's Sharkie Outstanding Feature Award (January, 2011). This was for contributions to the new Online Team Play (OTP) feature in Madden NFL 11.
- Developed online services for Playstation3 and Xbox, for Online EA Sports Titles, using the proprietary EA Blaze Server Framework. Worked on services supporting new game features such as Madden NFL Online Team Play, and Madden Ultimate 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

Experience

<u>Artistic Mojo Software, Folsom, CA</u> Software Engineer/ Technical Lead / Founder	2017 to Present
<u>EA Capital Games, Sacramento, CA</u> Software Engineer / Studio Technical Director	2012 to 2016
<u>EA Tiburon Studio / EA Sports, Orlando, FL</u> Server Programmer / Telecommuting Contractor	2011 to 2012
Software Engineer / Server Lead <u>Sony Computer Entertainment America (SCEA), Foster City, CA</u>	2007 to 2011
Sr. Software Engineer / Server Development Lead <u>Serus Corporation, Mountain View, CA</u>	2001 to 2005
Software Architect / Engineering Manager / Director of Engineering / Founder <u>Clubphoto.com, San Jose, CA</u>	2001
Sr. Software Engineer / Technical Lead / Engineering Manager <u>Silicon Graphics Inc. (SGI), Mountain View, CA</u>	1999 to 2001
Engineering Manager, Global Services SGI	1997 to 1999
Programmer Analyst III	1995 to 1997
Regional Support Engineer	1993 to 1995
Product Support Engineer	1992 to 1993

Education

B.A, Physics UC Berkeley, Jun 92.
B.A, Applied Mathematics UC Berkeley, Jun 91.

U.S. Citizen

References available upon request