

JOSHUA HARRIS

OBJECTIVE Obtain a position with a company that will allow me to expand my abilities. A company where a diverse skill set will add value to a team within a challenging environment.

PROFESSIONAL ACHIEVEMENTS

- Led the development of more than a dozen hardware and cross-platform software products in Java, C#, C++ and Ruby.
 - Large scale application and service development targeting millions of users on top of Windows and Linux environments.
 - Versatile employee with a broad array of skills including management, development, deployment as well as software and hardware architecture.
 - Able to learn and switch between multiple technologies quickly.
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WORK HISTORY

TECHNICAL DIRECTOR - GAMES, AMAZON GAME STUDIOS

1/2016 – Present

- Led the direction, staffing, budget, processes and daily operation of the Breakaway and DevOps engineering teams.
- Introduced modern processes and tooling to make the team more efficient and ease the transition from a boxed product to a live services team.
- Determined long term plans and requirements to ensure that cross-team development was coordinated, integrated, and working towards a long-term vision across the company.
- Worked with the broader organization to define and build the platform services being used by all the game teams. This included building new technologies and working with teams to adapt existing Amazon technology to be suitable for use with games.
- Built the tooling, automation, and infrastructure used by the internal game teams within AGS for developing, building, and shipping games.
- Defined hardware standards in use across AGS.
- Managed the relationships and coordination with vendors, partners, and other parts of the Amazon organization.

DIRECTOR OF TECHNOLOGY, RED 5 STUDIOS

2/2013 – 12/2015

- Led the direction, staffing, budget, processes and daily operation of the development team, which included gameplay, tools, AI, UI, audio, graphics, engine, web and platform. Heavily involved with IT and TechOps as well.
- Determined long term plans and requirements to ensure that development stayed ahead of the features being implemented across the company.
- Led the development and performance tuning for the complete stack of Firefall, including all back-end services, dynamic provisioning and scaling in AWS, game client, simulation servers, monitoring and reporting.
- Managed the build, branch and release processes for our internal, public test and production development and deployment environments.
- Managed the globalization and release process of Firefall into multiple languages and countries around the globe.
- Defined hardware requirements for the development team, QA test lab and our internal/external deployment environments.
- Managed the relationship and coordination with third party vendors, partners and publishers

LEAD TOOLS DEVELOPER, RED 5 STUDIOS

9/2007 – 2/2013

- Managed an international team of tools developers.
- Worked with management to put together development roadmaps to keep our tools and build processes ahead of the needs of the team.
- Developed and architected the tools and asset pipeline for the online MMO, Firefall, using C#, .NET 4.x, WPF, WCF and related technologies.
- Created tools that produce, process and manage the massive number of game assets required for a large scale, multi-language game.
- Created the designer, artist and world builder tools for creation and in-engine previewing of game content (terrain, lighting, encounters, characters, items, NPCs, animations, visual accessories etc).
- Built the development pipeline including hardware provisioning, continuous integration, packaging, test environments, deployment and patching, file servers, Windows and Linux build servers.
- Worked with the Technical Operations team to define, implement and support our AWS (EC2, S3, Cloudfront) based production deployment environment.

- Created a task management system that integrates with the rest of the asset pipeline and allows management to coordinate and track current tasks and future milestones across the company.
- Created the distributed build and baking system used as the basis for all game content optimizers and bakers.

LEAD TOOLS DEVELOPER, JAVAGROUND USA

3/2006 – 8/2007

- Created tools and applications to manage a single J2ME code base and automatically port the app to individual J2ME/BREW devices.
- Created wrappers that worked around the issues and limitations of thousands of mobile devices.
- Created profiling applications to simplify and automate the collection and discovery of device specific information, limitations and bugs.
- Implemented web applications on Tomcat and Resin for the deployment of J2ME applications to devices.
- Implemented a MIDP2 wrapper and created an emulator to run J2ME and BREW applications while emulating all known device limitations and bugs to allow for easy testing of apps.
- Wrote an automated J2ME to BREW conversion system (Java to C++).
- Implemented a resource manager to create, optimize, package and manage resources for devices with different capabilities such as screen size, color depths, processor speeds, memory, etc.

SENIOR DEVELOPER, ALPHALOGIX/BRIGHTCOM

11/2001 – 3/2006

- Created a Java based, cross platform collaboration system.
- Created a Java/C#/J2ME based enterprise instant messaging system with cross product ties to the rest of the company's products.
- Created a Java/C++ based, high resolution video conferencing system.
- Created a Java, JSP and XML based document management and revision control system.
- Created a J2EE based order management application for two very large and well known retail food services companies.
- Used IBM technology to develop applications for a well-known movie studio's internal DVD development portal.
- Designed and developed two rack mountable hardware appliances that focused on security and collaboration for large enterprise customers.
- Designed and developed proof-of-concept apps and portals for potential customers.

SOFTWARE DEVELOPER, NET TOASTER NETWORK

1999 – 1/2002

- Managed a team of 4 developers
- Developed a J2EE eCommerce engine with Apache Tomcat
- Worked on a team to develop several prototype network appliances for residential and small business uses.
- Developed a simple, touch-screen interface to Linux using C++, Apache, Bash scripting and XML.
- Created a custom Linux-based OS.