

# Brian Jared

## Career Objective

Brian's career goal is simply to create wonderful things that people either find useful, fun, or mesmerizing.

## Summary of Skills

Brian has been programming since 1989, and wrote his own version of Tetris on the Apple IIe (In BASIC) after his parents refused to buy the NES version. Back in the mid 90's he wrote many personal games in Turbo Pascal. He has victoriously taken a couple of OpenGL classes during his college days, creating a networked air hockey game in one class, and a 3D battleship-like game in the other.

Brian is very familiar with CVS, Subversion and GIT, and a slew of programming languages such as BASIC, Pascal, Java, C, C++, C#, LUA, HTML, JavaScript, SQL, Perl, Python and Bash.

## Career Experiences

### Leading Edge Design, LLC -- Game Developer

**(January 27, 2014 – October, 2016)**

Brian was part of a team making gambling games for real money gaming and social/mobile casinos. Before completing his first month at Leading Edge Design, he created a playable Unity version of the classic Multi-Strike Poker game, as well as its PHP & MongoDB server that doled out the game outcomes. Brian was also an integral member in porting a partner's slot machine(s) to the Norsk Tipping Multix system. The GDK was a 2D system, and one of the partner's games had a 3D bonus game. Brian's knowledge of the 3D graphical pipeline allowed him to implement 3D rendering in the proprietary GDK, which allowed LED to stay true to their partner's incredible game. He lead the creation of designing a WebGL API that was used to make a few HTML5 games. He chose to use Three.js (WebGL) and howler.js (Web Audio) for these web based games. During his employment he used C#, C++, LUA, Java, PHP, Javascript, and even Perl.

### Zynga Chicago -- Sr. Software Engineer

**(September 6, 2011 – January 24, 2014)**

Brian enjoys his days programming in PHP (OOP) & Javascript. He uses MySQL, ExtJS (Javascript MVC Framework), membase (noSQL) and creating bash scripts. He integrated/designed Metrics APIs, e-mail marketing APIs, and has implemented A/B testing functionality. He generates royalty reports every month, designs RDB DDL, and even writes tools to help the front-end developers get their job done more efficiently. Brian designed the mission system for the Facebook game, "The Wizard of Oz," designed a stress test suite to simulate thousands of simultaneous "The Wizard of Oz" players, and is now an integral part of creating the back end system for "Hit it Rich!" a social slots game for Facebook and mobile.

## **Ethos Prime, LLC -- Lead Network/Systems Administrator**

**(November 2005 - September 1, 2011)**

Brian wore multiple hats – Network Administrator, System Administrator, Database Administrator, Source Control Administrator, End-user Support, programmer and mentor.

He managed multiple T1s, some point-to-point, some Internet-only and some bonded via ppp-multilink using Cisco hardware. He was responsible for OpenVPN tunnels for 9 factories, two in China. He implemented failover routing using Quagga/zebra/OSPF. Brian maintained Zimbra NE mail servers for over 400 users. Brian often built his own RPMs, and use CentOS or Fedora systems depending on design requirements. He used Nagios and Cacti to monitor and track the network stability and utilization, and wrote various Nagios plugins in various languages such as Perl, Python and Bash. He was responsible for multiple VMWare server infrastructures, PostgreSQL databases, MySQL databases, tape backups, and asynchronous, off-site database replication. He mentored one junior admin, and played a key role in technology decisions.

## **Monster.com -- Sr. Unix Administrator**

**(June 2002 - November 2005)**

As a senior Unix administrator, Brian was responsible for over 100 Linux servers, over 400 domains in DNS (quite a few registered in other countries), and monitoring over 1400 services on the network. This was his second stint at Monster.com, after leaving the first time for a “dot-com” that ultimately closed its doors. As far as Brian knows, Monster.com is still using maintenance scripts that he wrote during his time there. His scripting languages of choice were Perl and bash. A lot of RPMs were built for ease of deployment onto new hardware. Brian helped in creating a DHCP + TFTP + Kickstart configuration to build new Linux servers in less than 10 minutes, created an LDAP authentication system for all Linux servers, and enhanced an existing distributed shell (dsh) tool that was used to run commands on select groups of servers.

## **Libritas -- Software Engineer**

**(2001 - 2002)**

Brian was part administrator and part developer for a San Francisco based company. He worked from home, in Indiana, doing various Linux administration and development for Linux servers that would provide SMB file services, e-mail services and network connectivity for multiple tenants in a building.

## **iProperty.com -- Sr. Network Engineer**

**(2000 - 2001)**

Brian was a Sr. Network Engineer, and took care of the LAN, WAN, wireless, and routers and load balancing equipment. The company didn't meet the requirements to receive their second round of funding, and the company had to shut down.

## **Monster.com -- Unix Administrator**

**(1999 - 2000)**

This was Brian's first "Administrator" title. Here he learned Perl, got his Cisco CCNA certification, helped write domrom.pl (Domain registration and modification) to manage the hundreds of domains that needed their contact info updated en mass.

## **Wintergreen Systems -- Lead Web Developer**

**(1998 - 1999)**

At Wintergreen Systems, Brian was the web programmer, the graphics artist, system administrator and database administrator. He wrote an online ordering system from scratch using PHP and MySQL on a Dual Pentium-Pro Linux server. It was this Linux experience that landed him the subsequent job at Monster.com.