Geoffrey J Brown

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Specializing in C# .NET Core-based backend microservice development

EXPERIENCE

DraftKings, Boston, MA (Remote)— *Lead Software Engineer – SEO, Creative, and Content Engineering Teams – Marketing Platform*

JULY 2020 - PRESENT

- Technical lead of two different teams (later merged) in the Marketing Platform focusing primarily on SEO and Landing Pages.
- Led a team of 5 developers to completely re-architect our self-service landing page infrastructure that was used by dozens of internal stakeholders. Improved time to deployment by 40x in the process and overall system reliability. Included a complex cutover system between the new and old system to eliminate downtime.
- Built multiple different microservices built using .NET Core (3.1-6.0) to manage SEO data for the entire organization as the lead developer. Applications deployed on a Kubernetes cluster via Rancher.
- Envisioned and implemented a large rebuild of a legacy system for internal SEO management with a zero downtime transition and many new features and a much higher level of maintainability and flexibility.
- Interacted with stakeholders to prioritize and balance work between customer requests and technical needs.
- Trained and mentored junior and senior developers on best practices and how to use tools and infrastructure
- As a member of the Architecture team, I updated DraftKings core architecture libraries to modernize the code for Lambda and Orleans support for use in projects built by other teams across the organization.

CenterEdge Software, Roxboro, NC (Remote) — *Senior Software Engineer / Team Lead*

MAY 2017 - JULY 2020

- Served as both a technical lead and senior engineer on multiple teams depending on company needs
- Architected various RESTful microservices using .NET Core (2.0–3.1) to build a brand new cloud-based self service kiosk to allow our clients to sell products and have their customers sign waivers. All systems were built using Docker containers and deployed into a Kubernetes cluster using Spinnaker.
- Led domain design meetings for both new and old business domains

LANGUAGES

C#	TypeScript
Javascript	HTML5/CSS3
PHP	C++
Java	

TOOLS

Visual Studio	VSCode
Git	Docker
RabbitMQ	Kubernetes
Couchbase	DynamoDb
Octopus	AWS
Bamboo	Terraform
Spinnaker	Rancher
DataDog	JIRA
Trello	Jenkins
Photoshop	SQL/mySQL
Lambdas	Node
Swagger/OpenApi	
Domain Driven Design	

LIBRARIES + APIS

.NET Core	ASP.NET
WebAPI	Angular
React	jQuery
MaterialUI	ServiceStack
Orleans	DirectX
OpenGL	
XNA/FNA/Monogame	

SOFTWARE FOCUSES

APIs
Graphics
Design Patterns
Architecture
Maintainability

BlueLine Game Studios, Durham, NC — Chief Technology Officer / *Lead Software Engineer*

OCTOBER 2011 - AUGUST 2018

- Created interactive 3D games for Xbox 360 and Steam platforms using XNA/FNA/Monogame (C#)
- Designed overall system architectures, wrote low level graphics programming (HLSL), and integrated with 3rd party libraries
- Shipped 6 games on the Steam platform, one of which was ported from our initial Xbox 360 release

SMT, Durham, NC (Remote) — *Senior Software Engineer*

JULY 2016 - MAY 2017

- Developed a web-based content management system used in conjunction with on air graphics shown over live broadcasts. System allowed for managing player headshots, team logos, and team color chips.
- Created a web application that leveraged football player tracking information gathered from NFL players for a real-time view of where players were on the field.

aWhere, Durham, NC — *Software Engineer II*

DECEMBER 2014 - JANUARY 2016

- Built new REST APIs from the ground up in C# to calculate and deliver weather and agronomic information to smallholding farmers
- Created a system to consume and process weather data from various 3rd party sources using C#

Geomagic/3DSystems, Morrisville, NC — *Software Engineer*

JANUARY 2011 - JUNE 2013

- Developed high powered 3D model and CAD processing software (C#/C++/Python)
- Created prototype applications with Kinect and Magic Leap to integrate into an existing CAD-like system.
- Performed everything from low level graphics programming to designing high level software architecture.
- Designed and implemented a sophisticated plug-in architecture that was able to leverage and plug into several different 3rd party applications as well as our own 1st party applications

SportsMEDIA Technology Corporation (SMT), Durham, NC — *Software Engineer*

JULY 2008 - JANUARY 2011

- Create highly customized, time sensitive 2D and 3D graphics applications used on broadcast television in the sports and entertainment industries
- Applications included large touch screen applications as well as real time scoring and statistical applications built with C# and OpenGL
- Continued development and extension of the SportsMEDIA GEM development platform using C#
- Job required handling and adapting to rapidly changing requirements and strict deadlines associated with the nature of television production

EDUCATION

Rochester Institute of Technology, Rochester, NY — *Bachelor of Science - Software Engineering*

- Concentration in Computer Game Design / Science and Tech Studies

OTHER ACTIVITIES

- Member of the Durham Dirtbags sandlot baseball team and Durham Softball
- Collecting (way too many) Star Wars actions figures
- I pretend like I can play the guitar