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Jesse Howarth

Software Engineer

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EMPLOYMENT

Software Engineer **Curalate** **October '15 - Present**

- Designed and implemented critical path microservice that powers quick image tagging and search
- Built microservice that stores uploaded image metadata then refactored duplicate functionality out of monolith web application into new microservice
- Architected and implemented AWS VPC network then migrated services into network with no downtime

Software Engineer **Riot Games, Inc.** **May '12 - October '15**

- Shipped game statistics web application for League of Legends by doing full stack development on a single page Javascript application with a Java backend distributed system deployed to AWS
- Implemented a generic machine learning engine that improved sales via content recommendation for the League of Legends store
- Built next generation deployment system written in Go that schedules systems of Docker linux containers across globally distributed data centers

Associate Software Engineer **Riot Games, Inc.** **August '11 - May '12**

- Greatly improved developer efficiency by creating software to easily run the entire League of Legends platform on a local workstation inside virtual machines
- Reduced deployment time and errors for League of Legends by making various improvements to deployment web application

Software Developer **Computer Sciences Corporation** **January '11 - August '11**

- Refactored next generation air traffic control Java software project to be usable inside an OSGi container

Software Developer Intern **Computer Sciences Corporation** **Summers/Winters '07 - '10**

- Created software that automatically computes code metrics of a large Java software project
- Built web application for managing air traffic control permissions

Software Developer **Compound Thinking** **August '09 - September '10**

- Delivered many full stack features for a Python web application
- Optimized test framework to reduce test completion time by over 50%

GSoC Student Developer **Google** **May '09 - August '09**

- Created web application to automate the build and test process of the TurboGears web framework

EDUCATION

Rutgers University **New Brunswick, NJ** **B.S. Computer Science**

INDEPENDENT PURSUITS

Founder **Streamigator** **March '11 - December '11**

- Created Ruby on Rails web application that aggregated video game streams
- Designed a novel, clean and intuitive user interface that made heavy use of JQuery

Co-founder **Warheap** **July '08 - November '09**

- Created a web application to track player and guild statistics for the game Warhammer Online
- Used social media to attract over three hundred thousand visits and two million page views

LANGUAGES AND TECHNOLOGIES

- Scala, Java, JavaScript, Go, Ruby, Bash
- AWS, Docker, Finagle, Netflix OSS, Ruby on Rails, Backbone.js, Jenkins, vim, zsh, git, GitHub, Agile, Scrum