Chad Walker
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Ambitions

I'm striving to bring an early stage startup to where a team is needed to replace me. I enjoy the thrill of solving big problems and wearing multiple hats.

Experience

Roblox   May 2022 - Present
Sr.Software Engineer, IC4
- Joined Roblox as part of the acquisition of Athenascope
- Responsible for migrating endpoints from an old monolithic architecture to microservice architecture

Athenascope   May 2018 - May 2022
Sr. Software Engineer
- First employee
- Architected and implemented the majority of the backend
  - React/GraphQL/WebSocket
  - MySQL/Redis
  - Custom ORM
- Wrote costume NodeJS modules in C++ to implement libav (the backend of ffmpeg) and libopenshot (the backend of OpenShot, a video editor)
- Responsible for orchestrating CI/CD, maintaining multiple environments for staging and production usage
- Wrote internal tool sites to extract data and debug production issues

Grokker   May 2012 - May 2018
Sr. Software Engineer
- First employee
- Architected and implemented the majority of the backend
  - Custom React-like NodeJS based solution with Server Side Rendering, WebSocket connection for server initiated updates
  - MongoDB/Redis
  - Custom ORM
- Implemented federated logins and single sign on
- Implemented secure REST API for mobile and set top apps
- Oversaw security and privacy compliance

Education

Cornell College   1995 - 1999
Bachelor of Arts in Computer Science and Philosophy

Further Experience

Wild Needle	Sr. Software Engineer	iOS Game Developer	Apr 2011 - Apr 2012
A Bit Lucky	Contract Engineer	Facebook/iOS Game Developer	Dec 2010 - Apr 2011
AR Startup	Co-Founder	Augmented Reality Game	Sep 2010 - Dec 2010
Xfire	Lead Engineer	Instant Messenger for PC Games	Aug 2004 - Aug 2010
Yahoo!	Software Engineer	Yahoo! Games	Mar 2000 - Aug 2004
Space Systems/Loral	Software Engineer	Satellite Manufacturing	Jun 1999 - Mar 2000

References available upon request