

# JAMES PAUL MCGINLEY

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## Objective

Continue learning new technologies, methods, and management tools that stretch my abilities and put my current skills to good use.

## Skills Overview

- Strong JavaScript/TypeScript experience including numerous front-end frameworks (Vue, React, etc.)
- Excel in creation of dynamic experiences, responsive/mobile design, and working with UI/UX teams
- Participates in Agile development, manages remote teams, leads large dev projects, and mentoring
- Daily management of projects and development in CI/CD, scalable, cloud (AWS) environments
- Competency with multiple languages (Go, Python, Java, etc.), data-stores, and 3rd-party integration
- Scrum Master certified, experienced with scrum/work management tools (Jira, Trello, Retrium, etc.)
- Well versed in design products (Figma, Miro, Adobe, etc.), documentation systems (Notion, Wikis, Confluence, etc.), development IDEs (Visual Studio, Eclipse, Atom, etc.), and much more
- Quick to learn new programming languages, tools, processes, with a strong drive for delivering results

## Relevant Recent Work History

### **Sr. Software Engineer → Software Engineering Manager** [WotC - Renton, WA] **2018 - Current**

- Managing a remote team with Agile Scrum, DevOps, TDD, FDD and practicing Servant Leadership
- Developing software roadmaps in Jira and running a daily scrum as a Certified Scrum Master
- Ongoing education in remote management, recognition, and supporting neurodivergent developers
- Interfacing with stakeholders and partner teams to drive requirements and business cases
- Continuing to hone my abilities in TypeScript, Vue/Nuxt, Go, AWS cloud services, and UI/UX

### **Sr. Platform Engineer** [uGen - Redmond, WA] **2017 - 2018**

- Developed a scalable social gaming platform in Go, PostgreSQL, Redis, & Amazon SES, SQS, SNS
- Created a secure user generated content system with integrated moderation and alerting tools
- Delivered game features in a fast paced startup environment with a tight development schedule

### **Sr. Web Developer/Platform Engineer** [Motiga - Bellevue, WA] **2014 - 2017**

- Created a dynamic, responsive website with HTML5 video, Backbone, and MS SSO integration
- Developed on a Pyramid/NGINX server in Python w/ Ansible, Jenkins, Docker, CloudFront, & Redis
- Developed a game launcher in Coherent UI, play-tested and helped with focused QA sessions

### **Software Engineer II → Sr. Software Engineer, Front End** [Intuit - San Diego, CA] **2009 - 2014**

- Developed modern web applications with Angular/HTML5/CSS3 and integrated REST services
- Delivered cost savings by tuning sites with A/B testing and analytics to better serve customers

### **Web Developer** [MEA Digital - San Diego, CA] **2005 - 2008**

- Designed and maintained client websites (HTML/CSS), email campaigns, analytics, and marketing
- Developed Flash/Multimedia applications, presentations, eCommerce, localization, and CMS in PHP

## Education

### **The Art Institute of California, San Diego** **2005**

- Bachelors Degree in Interactive Media Design