JAMES PAUL MCGINLEY

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Skills Overview

- Over 3 years of managing remote teams with Agile/Scrum practices, mentoring career development
- Certified Scrum Master, experienced with work management tools like Jira, Trello, and Retrium
- Developing short and long term road-maps for sustainable software, visibility, security, and scalability
- Works with Legal and UX/UI teams to deliver understandable, compliant, and accessible solutions
- Strong TypeScript experience including front-end frameworks like Vue/Nuxt, React/NextJS, AngularJS
- Managing projects in a CI/CD pipeline with automated testing and deployment to the cloud (AWS)
- Competency in multiple languages (Go, Python, etc.) and data-stores (PostgreSQL, DynamoDB, 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
- Experience developing solutions in many fields: Support, Authentication, Tax/Financial, Games
- 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 road-maps in Jira and running a daily scrum as a Certified Scrum Master
- Creating inclusive work-spaces and building developer's careers and skill-sets with empathy
- Interfacing with stakeholders and partner teams to drive requirements and business cases
- Containerized deployment in AWS with Kubernetes and Argo, vulnerability awareness (Snyk/Orca)
- 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
- Bachelor of Science in Interactive Media Design