



ADAM L. WATSON

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GENERAL OBJECTIVE

Exercise, broaden and hone my technical and creative expertise in a leadership role within a progressive team environment.

OPERATING PLATFORMS

Mac OS X, Windows, Linux, iOS, DOS

TECHNICAL KNOWLEDGE & SOFTWARE EXPERTISE

- PHP, Javascript, ActionScript, Java, C, General familiarity with Objective C
- Eclipse, Flash Builder, XTools, Visual Studio, gcc
- bash, vim, screen, scp, rsync, ssh, puppet, rsyslog, irc, General Shell Scripting & Systems Automation
- Tomcat, Apache (httpd), Hessian, Memcached, HAProxy, Flume, Highly Scalable Web Application Design Patterns
- Scalable Internet / Systems Infrastructure, Network Design and Implementation, IPv4, DNS
- Facebook application design strategies, OAuth2 authentication, Facebook Graph API, Facebook Credits API
- AWS (EC2, S3, EBS, ELB, CloudFront), RightScale, and related cloud computing technologies
- MySQL, MS SQL, Oracle, SQL, Working knowledge of Hadoop & HDFS, Familiarity with HBase and Pig
- MOO Tools, Smarty, CSS, HTML, Freemarker, Propel
- Photoshop, Fireworks, Flash Pro IDE, Illustrator, InDesign
- Logic Audio Pro, ProTools, MaxMSP/Jitter, Audio + Video Post and Audio Mastering

EXPERIENCE

DIRECTOR OF OPERATIONS AND ENGINEERING, OHAII

SAN FRANCISCO, CA — 2010-PRESENT

- Responsible for a variety of tasks that span multiple areas and disciplines of the organization:
 - Product research and design, user experience design
 - Internal tools design, engineering and testing
 - Infrastructure design, implementation and systems integration
 - Game client UI prototyping and engineering, mastery of code generation techniques
 - Content Delivery Network implementation and related assets caching strategy & techniques
 - IT Purchasing and software/hardware vendor relations
 - Budget management and forecasting
- Member of the Executive Management team; was direct report for several employees across departments.
- Designed and implemented a scalable, reliable, and failover-ready cloud-based infrastructure based on Amazon Web Services. Migrated all current game infrastructure to this new solution.
- Designed and engineered all internal admin tools, automated continuous integration / build / deployment tools, and customer service framework & tools.
- Engineered a scalable, MVC “Rails-like” Facebook web application client framework in PHP 5. This framework is powerful, flexible and robust, while maintaining simplicity in design. It has features that provide easy upkeep and evolution, simple environment configuration, and is currently used in Ohai’s latest social games and related products.
- Created and migrated our latest game’s social features to the Facebook Graph API and implemented OAuth2 authentication; both of these features are now core components of our web client framework.
- Integrated client-side tracking and analytics for user actions in our web client framework to assist in A/B testing, marketing, and user acquisition needs. This implementation utilizes MixPanel, a third-party analytics provider, and is implemented via their asynchronous javascript APIs.
- Implemented viral-based features in Ohai’s current products, including Facebook stream posts and notifications.
- Designed the framework and implemented functionality for a Java-based application server which utilizes the Hessian binary stream protocol. This server is the core feature of our products’ remote procedure calls and inter-application communication, and now powers a majority of our current data processing, character storage and data persistence layers.
- Advise and provide guidance and foresight for all members of our team, many aspects of our company, our culture, our products, our core foundation and all related resources.
- Directly manage and lead our Tech Ops & IT team, which is responsible for all hardware and software purchasing, maintenance of third-party software, acquisition of employee hardware and software, hosting and colocation services, and cloud computing vendor relationships.

PRINCIPAL ENGINEER, TEAM LEADER, BEBO, INC**SAN FRANCISCO, CA — 2008-2010**

- Led the Core engineering team at Bebo's San Francisco headquarters. Core engineering was directly responsible for the design and engineering of highly available, user-facing software products that engaged over a hundred million users, and generated tens of millions of page views every day for one of the world's most popular social networks.
- Primary working technologies included Java, Flash / Flex / ActionScript 3, and JavaScript / MooTools / YUI.
- Responsible for management-related duties, including hiring of new employees, mentorship of current employees, and establishment of best practices regarding product and process.
- Interfaced with UI, Design, and QA teams to manage product development through entire software development lifecycle.
- Sole engineer for all ActionScript code produced for Bebo, including the port of Facebook-compatible AS3 API libraries.
- Responsible for creation of Java web solutions that helped form and power the core user experience at Bebo.com.

FREELANCE CONSULTANT, PRODUCER & AUDIO ENGINEER**ORLANDO, FL — 2003-2008**

- Owned and operated my own business as a contract programmer and technology consultant.
- Established, owned and independent recording studio and production outfit which provided professional audio recording and post services.

LEAD PROGRAMMER, FPMI SOLUTIONS, INC**ORLANDO, FL — 2005-2007**

- Designed and developed complex computer-based training and interactive simulation software for the Courseware, Simulations and Training division.
- Primary clients of FPMI included several branches of the United States Military and Department of Defense.
- Working technologies included ActionScript 2.0, C++, Visual Basic, and XHTML.

SR. APPS DEVELOPER, CONTRACT MANAGEMENT SOLUTIONS WINTER PARK, FL — 2003-2004

- Developed and tested code for a suite of commercial, enterprise-level web applications.
- Oracle DBA, responsible for cross-platform development strategies and solutions.
- Designed, developed and tested the data migration software tools that automatically converted MySQL to MS-SQL or Oracle databases for our software products.

DIRECTOR OF TECHNOLOGY, BLACKLIST PRODUCTIONS, LLC**WINTER SPRINGS, FL — 2000-2003**

- Primary ActionScript Developer for a 3-D interactive, game-oriented Flash website. Installed, configured and maintained FreeBSD and Windows 2000 servers.

SR. TECHNOLOGY ARCHITECT, WORLD PUBLICATIONS, INC**WINTER PARK, FL — 1999-2000**

- Member of team that created and maintained 13 websites for a national magazine publisher.

TECHNICAL SUPPORT ENGINEER / TEAM LEAD, CONVERGYS**LAKE MARY, FL — 1997-2000**

- Member of launch team for a nationwide technical support call center for Intel, Inc. Responsible as team lead for 15 employees.

TECHNICAL SUPPORT ENGINEER, APPLE, INC**AUSTIN, TX — 1992-1994**

- Provided internal and end-user technical support for the entire Apple Computer product line. Beta-tested and supported all aspects of the Newton MessagePad and its related Apple-developed software.

EDUCATION

Computer Learning Center, Philadelphia, PA — Associate's Degree, Computer Science, 1991-1992

University of Delaware, Newark, DE — Major in Computer Science, 1990-1991

John Dickinson High School, Wilmington, DE — Diploma, 1986-1990

References, code samples, design portfolio, and published work examples will be provided upon request.