

Michael Purdy

Software Developer. Game Developer. United States Marine.

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EXPERIENCE

Amazon — Software Development Engineer

NOV 2020 - PRESENT

Design and build a system that reduces existing onboarding time by 400% by federating execution of business logic to individual teams.

Build the next generation of creative (advertisement) data management, migrating consumers away from non-regionalized service/datastore to a modern, horizontally scalable, regionalized architecture.

Design and build solution allowing H1 ad placement of Image ads and Video ads on Amazon's retail site.

Mentor junior developers and interns, ensuring they are successful by providing coaching and aiding in project planning.

Plan, host, and participate in internal game jams.

Child Inclusion Fund — Co-founder

OCT 2020 - PRESENT

Co-found charity that focuses on funding the 'non-essential' costs associated with school (field trips, book fairs, picture day, musical instrument rentals, etc.) for local, under-privileged families.

Vanguard — Software Developer / Developer Chapter Lead

JUL 2016 - NOV 2020

Manage 5 junior developers, providing advice on their careers, one-on-one mentoring, and performance reviews.

Build two core user experiences, one for prospects to become Vanguard clients, and another for clients to transfer assets to Vanguard.

Develop, maintain, and support two Spring Boot-based microservices, each handling over 750,000 requests per day.

Sikorsky Aircraft — Fabrication Technician JUN 2013 - JUL 2016

United States Marine Corps — Sergeant MAY 2008 - FEB 2013

EDUCATION

Bucks County Community College Newtown, PA — Computer Science

FALL 2015 - SUMMER 2019 GPA - 3.7

LANGUAGES

Java
Typescript/Javascript
Lua
Python
SQL

AMAZON WEB SERVICES

CDK
CloudFormation
Elastic Container Service
Fargate
DynamoDB
IAM
Kinesis
KMS
Lambda
SWF

RELEASED GAMES

Lights Out (iOS/Android)

GAME DEVELOPMENT

Pico-8
Playdate SDK
Love2D
Godot