Ben Kimball

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Summary

Senior Software Engineer with significant depth of experience in advocacy for an API-based approach in software solutions, developing cloud-native solutions in cloud platforms such as AWS, and working on multi-functional teams within a major gaming organization to delivery highly performance products that support the importance of play in developing critical skills and interpersonal relationships. Open to relocation. Fluent in English, some French, learning Danish.

Selected Technical Capabilities

Languages	Ruby	C#	JS/Typescript	Python	C/C++	Java
Frameworks	Rails	.NET	Node.js	React	Vue.js	Unreal 5
Tools	Git	Jenkins	Kubernetes	Docker	MongoDB	SQL
Patterns	MVC	GraphQL	REST	Event Sourcing/Kafka		
AWS	S3	SQS/SNS	Dynamo	EKS	EC2	Lambda

Experience

Senior Software Engineer/Architect, Wizards of the Coast   *April 2019 - December 2023*
Designed, developed, and provided continuous maintenance for backend services, mobile apps, and web sites at the world's largest publisher of collectible card and role-playing games.

- Helped found the **Sigil** team working on the next online iteration of *Dungeons & Dragons™,* authoring backend services enabling online multiplayer at scale and integration with D&D Beyond, a complex pre-existing web application used by millions of players. Successfully launched the product into playtesting with external players.
- As part of the **Core Tabletop** team, inherited an underperforming team that owned delivery of EventLink, a cross-platform tool for retailers enabling in-person and online *Magic: the Gathering*™ tournament play. Led the team in a rapid turnaround of our development process, with on-time delivery increasing customer engagement with retail partners. Championed and led adoption of a federated GraphQL API exposing selected parts of Wizards' data graph to internal clients.

Senior Software Engineer and Team Lead, YouEarnedIt   *November 2017 - April 2019*
Developed and supported YouEarnedIt's SaaS employee experience platform, providing social feeds and ecommerce features.

- Led a strike team researching and implementing a new GraphQL API for the YouEarnedIt platform, including contributing to the graphql-ruby gem.
- Served on an architectural planning committee responsible for the design of a new integrated platform after the acquisition of HighGround, a Chicago-based performance management software company.

Senior Software Engineer, Borrowed & Blue   *February 2017 - October 2019*

As part of a 100% remote team, designed and implemented new features for the Borrowed & Blue wedding planning tool. This required close collaboration with other disciplines. In October 2017 the company was dissolved.

Director of Engineering, Liveoak Technologies   *July 2016 - January 2017*

Owned the design, implementation and delivery of our primary customer's feature set, including everything from customer communications to feature specification and hands-on implementation in code. Successfully deployed the Liveoak product, a web-based videoconference and financial agreement facilitation tool, to high-end international banks and insurance customers internationally. In addition I was tasked with recruiting, ensuring code quality across our small team, strategic planning and new projects.

Sr Front End Engineer/Team Lead, Union Metrics   *July 2012 - July 2016*

As an early hire, I focused on the Rails side of our complex social media analytics SaaS application. Tasks included implementation of REST APIs and rapid development of new UI, including extensive D3.js data visualization and some Java development. In November 2014 my responsibilities expanded to include technical leadership of the front-end team along with continued innovation in user experience and visualization.

Other Past Positions

Lead Developer, PeopleAdmin. 2010 - 2012. (Rails)
Senior Software Engineer, Crossroads Systems. 2008 - 2010. (Rails)
Web Application Developer, The University of Texas at Austin. 2002 - 2008. (Rails, PHP)

Education

University of Texas at Austin, Electrical Engineering Honors + Mathematics.
Coursework: Logic, Linear Algebra, Number Theory, Multivariate Calculus, Applied Discrete Math, Probability, and Differential Equations. Computer Science, Mathematical Analysis (Honors), Physics (Honors)

Outside Interests

Aircraft Fabrication. I am home-building a 2-person aircraft for recreational use.
3D Modeling. I create 3D designs of new woodworking projects and gaming accessories for home printing.
Indie Game Development. I enjoy learning new game engines and have created several of my own games.
AFOL. I am an avid "Adult Fan of LEGO," participating in multiple fan-organized conventions and have displayed my own LEGO creations in the Austin, TX LEGO retail store.

25 January 2024