Ben Kimball

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Summary

Seattle-based software developer with 32 years of professional experience, specializing in web and game service development with tools like .NET, Node.js, Ruby on Rails, Docker, Kubernetes, and AWS. Open to relocation; I speak English and some French.

Experience

April 2019 - present: **Wizards of the Coast, Senior Software Developer/Architect**
I moved across the country to join the Core Tabletop team at Wizards of the Coast in Renton, WA in April 2019. I originally developed and supported apps and web sites that are used by players of our most popular games, *Dungeons & Dragons*™ and *Magic: the Gathering*™, in dozens of languages all over the world. Toolset included AWS, .Net Core, Kafka, Docker, Vue.js, Node, GraphQL, PostgreSQL and Kubernetes. In summer 2021 I helped found the team working on the next iteration of *Dungeons & Dragons*™, supporting the game with the design and implementation of backend service and build systems. Toolset expanded to add Unreal Engine, Jenkins, TeamCity, MongoDB, and custom TCP network messaging software.

November 2017 - April 2019: **Kazoo/YouEarnedIt, Senior Software Engineer/Team Lead**
I worked as a full-stack engineer at Kazoo (formerly YouEarnedIt, and now known as WorkTango) on their SaaS employee experience platform. I served as team lead during our GraphQL research and implementation project, with a modest contribution to the graphql-ruby gem. My work focused mostly on the API layer of our platform, and I 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. Toolset included: Amazon S3, Aurora, CodeBuild, MongoDB Atlas, GraphQL, React, Rails, Mandrill, Resque, ElasticSearch, Node.

February 2017 - October 2017: **Borrowed & Blue, Senior Software Engineer**
I worked on the Core Team at Borrowed & Blue, where I was responsible for design and implementation of new features for our apps, along with the usual maintenance tasks. The team of a dozen engineers was entirely remote, and our design process required close collaboration. In October 2017 the company was dissolved. Toolset included: Heroku, Rails, Postgres, Mandrill, S3.

July 2016 - January 2017: **Liveoak Technologies, Director of Engineering.**
At Liveoak Technologies my responsibilities included ownership of our primary customer's feature set, including everything from customer communications to feature specification and hands-on implementation in code. The Liveoak product, a financial agreement facilitation tool, was successfully deployed to high-end international banks and insurance customers around the world. In addition I was tasked with recruiting, ensuring code quality across our small team, strategic planning and new projects. Toolset included: Heroku, Rails, WebRTC, web sockets, and the Docusign API.

July 2012 - July 2016: **Union Metrics, Sr Front End Engineer/Team Lead.**
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 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. In the summer of 2018 (well after my departure), Union Metrics was acquired by TrendKite. Toolset included: D3.js, Angular v1, jQuery, Rails, Redis, MongoDB, MySQL, memcache, S3, and OAuth/SSO.

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. (PHP, Rails)
Chief Technical Officer, Steve Jackson Games. 2000 - 2001. (PHP, Perl)
Senior Web Application Developer, Purity Software. 1999 - 2000. (SiphonScript)
MIS Director and Webmaster, Techworks. 1999. (CGI, PHP)
Macintosh Systems Administrator and Webmaster, Motorola SPS. 1995 - 1998. (CGI)

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)

References

Kevin Hopkins, Founder, Zeta (formerly Manager, YouEarnedIt). *kevin@zetahelp.com*
Andy Ambrose, CEO, Liveoak Technologies. *andy@liveoak.com*
Hayes Davis, CEO, Union Metrics Software. *hayes@unionmetrics.com*

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