

Jaayden Halko

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SUMMARY

Results-driven Lead Product Engineer with 16 years of experience specializing in Full-stack development using Typescript, React, Node.js, AWS, and A/B testing. Proven ability to lead and mentor cross-functional teams to deliver high-quality software solutions.

EXPERIENCE

Lead Software Engineer

Playco

August 2020 - July 2023, Remote

- Led a team of 3 developers and collaborated with product and design teams.
- Released Catlife on Facebook Instant Games and scaled to 200k DAU. Built using React, Typescript, a custom canvas renderer, Node.js and AWS.
- Released realtime games HeadsUp and AskAway on the Zoom App Marketplace using Angular, Node.js, Express, socket.io, Stripe, and AWS.
- Built a mobile version of the Facebook Instant game, Thuglife, using React Native.
- Setup CI/CD pipelines and build processes for dev, staging and production environments.
- Implemented A/B tests and analytics using Amplitude to improve KPIs such as retention, virality and k-factor.

Software Engineer

GameDao

January 2022 - April 2022, Remote

- Contributed to blockchain based community funding front-end features using React, Next.js, Yup, React Hook Form and Formik.
- Implemented data retrieval from the on-chain backend (Polkadot) using Subgraph and Apollo GraphQL.

Senior Software Engineer

Automotive Mastermind

May 2019 - August 2020, US, NY, New York

- Built Restful APIs with .Net Core in C# deployed on Google Cloud using Docker along with Kubernetes for development and deployment.
- Setup redis as a caching solution.
- Utilized Identity Server 4 to migrate to a single sign-on authentication solution.
- Developed product driven features for web applications built in Angular 4 and React.
- Used the Azure Portal to setup deployment pipelines, monitor and debug deployment applications and setup app service and storage accounts.

Engineering Manager

Leverage

January 2018 - April 2019, Remote

- Managed a team of 5-10 developers including both individual contributors and remote teams based in Eastern Europe.
- Discussed the feasibility, cost and planning of new development projects with clients.
- Contributed to a variety of development projects including: chat bots, website development, custom script and automation and mobile app development utilizing ReactJS, Javascript, AWS, PHP, Wordpress, Squarespace.

Founder/Technical Lead

MindIsle Games

July 2016 - December 2023, Remote

- Led the development of a free-to-play online multiplayer mobile strategy game for iOS and Android (<https://www.fourzy.com/>).
- Developed as a game as a service using Unity, Firebase, AWS, Azure and Playfab with javascript, C#, MongoDB and .Net Core.
- Hired and managed a 5 person team including a front-end developer, back-end developer, graphic designer and a growth marketer/community manager.

Software Engineer II

Sony Network Entertainment

June 2013 - June 2016, San Francisco

- Enhanced the capabilities of telemetry capture and the ETL pipeline for the PS3, PS4, and web store utilizing AWS S3, Redshift, Apache Spark and Tableau.
- Built custom javascript clients to submit analytics data to the analytics servers.
- Built test automation to validate the correctness of the analytics data for the PlayStation 3, PlayStation 4, and the web store.
- Created new tools and workflows to facilitate the process of adding new telemetry data and for validating that data using javascript and python.

Software Development Engineer in Test II

Expedia

June 2010 - June 2013, Bellevue, WA

- Tested various components for a highly scalable service responsible for delivering all hotel pricing and availability information to web based points of sale.

- Developed web based test tools to improve efficiency of processes within the test team as well as to improve the process for the entire team to access test related data.
- Coordinated daily communication with offshore test team in China.

Software Development Engineer in Test
Microsoft, Xbox Live Engagement

October 2009 - June 2010, Redmond, WA

- Created test plans and defined test scenarios for key deliverables in future Xbox.com features.
- Developed automated tests using C#, UI Automation (WebAii), Silverlight Test Automation Framework and Visual Studio Team System to create a test suite for future regression testing.
- Utilized code coverage tools to collect and report on relevant code coverage metrics for the team to ensure adequate test coverage.

Software Development Engineer in Test
Microsoft (Online Commerce Platform)

April 2008 - April 2009, Redmond, WA

- Developed automated tests using C# using Visual Studio Team System and Windows Test Technologies for the infrastructure management and execution of automated test cases.
- Implemented binary and SQL code coverage analysis to discover unused code blocks and to establish a more comprehensive collection of test scenarios.
- Setup, configured and managed a machine pool consisting of both physical and virtual machines to be used for test automation, performance testing, and stress testing.

EDUCATION

Bachelors of Arts

University of North Carolina · Chapel Hill, NC · 2003

SKILLS

Skills: JavaScript, Typescript, React, Next.js, Node.js, GraphQL, Redux, Express.js, Amplitude, AWS Lambda Functions, DynamoDB, EC2, Redis, SQL, C#, Azure Functions, Python, React Hook Form, Subgraph, Kubernetes, MongoDB, Docker, Stripe, PostgreSQL, MySQL, Git, Test Automation, Java, CSS, Tailwind CSS, Webflow, Sketch, Figma