Austin Vieth

Game Developer, Engineer, Designer

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EXPERIENCE

Zendesk, San Francisco, CA — Senior *Software Engineer*

October 2021 - PRESENT

- Developed and maintained a high-performance Ruby microservice that efficiently processed millions of Kafka events per hour.
- Successfully managed and optimized a large-scale database, handling millions of entries to ensure data integrity and system performance.
- Utilized Kubernetes to proactively monitor and manage clusters in real-time, effectively anticipating and resolving issues during critical incidents.
- Led the transition from a REST service to leveraging GraphQL, resulting in a significant reduction in CPU cycles and improved overall performance.
- Took ownership of seamless migrations from Ember to React for multiple front-end features, enhancing user experience and code maintainability.

Etna Interactive, San Luis Obispo, CA — *Software Engineer*

August 2021 - October 2021

Payality, Los Osos, CA — *Software Engineer*

November 2019 - August 2021

- Utilized the MERN Stack (MongoDB, Express, React, Node) to independently develop and deploy a project from start to finish on Azure.
- Successfully set up and managed a cloud-based MongoDB database, ensuring data availability and scalability.
- Implemented a robust RESTful API for the MongoDB database using Node.js, enabling efficient data retrieval and manipulation.

EDUCATION

University of Illinois Springfield, Springfield, Illinois — Bachelor of *Computer Science*

Aug 2020 - March 2022

California PolyTechnic University, San Luis Obispo, CA— *Biology*

September 2013 - March 2018

LANGUAGES

Typescript

Ruby

C++

GDScript

Technologies/Frameworks

Unreal Engine 5

ReactJS

Godot

Git

Kubernetes

GraphQL

Datadog

Kafka

STRENGTHS

Team Oriented

Leader

Committed to Lifelong Learning

Empathetic

Oral and Written Communication