

JUSTIN RODERMAN

<http://justinroderman.com>

SUMMARY

Accomplished Senior Software Engineer with over 6 years of experience in developing and optimizing production systems for web and game platforms. Spearheaded initiatives resulting in zero-data-loss migrations and significant improvements in load times, user retention, and revenue. Expertise spans backend architecture, cloud infrastructure, frontend development, and game engine technologies including Unity and Cocos2d-x.

EXPERIENCE

Senior Game Engineer II

PeopleFun | San Francisco, California | November 2021 - May 2026

- Architected and led a team of staff engineers and contractors to build a robust data persistence and migration system for a ground-up Unity port of Wordscapes, achieving a data migration error rate under 0.1% with zero data loss for millions of legacy players
- Served as engineering lead for a social initiatives team, delivering features that drove a 10–15% lift in D7/D30 retention and a 20% increase in monthly revenue
- Reduced game load times by 84% through independent research and technical recommendations that were adopted across the engineering org
- Improved app stability as lead crash investigator, raising crash-free rates from 96% to 99% (Android) and 95% to 98% (iOS) through systematic triage and stakeholder reporting
- Led a complete UI overhaul of an acquired C++/Cocos2d-x title as lead engineer, increasing player retention by 30% in one month and boosting app store ratings

Full Stack Engineer, Microsoft Security

Microsoft | San Francisco, California | August 2020 - October 2021

- Developed full-stack features—frontend and backend—for a cybersecurity research platform used by 5,000+ security experts and OPSEC teams to keep their organizations' infrastructure secure
- Built an attack-surface mapping tool, enabling clients to map their attack surfaces at 10x the productivity of previous methods
- Participated in on-call rotations focused on service resiliency, helping maintain 99.9% uptime through proactive incident response and diagnosis
- Increased test coverage from 30% to 80% across frontend and backend systems, significantly reducing production regressions and improving release confidence

Lead Front-End Engineer

Applican.ai | Lawrence, Kansas | September 2019 - March 2020

- Served as lead front-end engineer for a startup connecting employers with internship candidates, building the site's splash page and interactive quiz sections using AngularJS, JavaScript, HTML, and CSS
- Shipped a production website adopted by over 100 applicants and a dozen local businesses across the Kansas City Metro area

Lead PC Applications Developer

BK Technologies | Lawrence, Kansas | January 2018 - April 2019

- Owned end-to-end development and maintenance of desktop software (Java/JavaFX) used for consumer-facing configuration of two-way radios
- Reduced weekly bug reports from 10 to roughly 1 per month through proactive maintenance and quality improvements

REFERENCES

References available upon request.

CONTACT

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SKILLS

- **Programming Languages:** JavaScript (Advanced), C# (Advanced), C++ (Advanced), Java (Proficient), Python (Proficient), TypeScript (Proficient)
- **Backend & Cloud:** Spring Boot, Google Cloud Platform, Firebase/Firestore
- **Frontend:** React, HTML & CSS
- **Game Engines:** Unity (Advanced), Cocos2d-x (Proficient), Godot (Intermediate)
- **Tools & Practices:** Git, GitHub Actions (CI/CD), Firebase Crashlytics, Xcode, Android

EDUCATION AND TRAINING

Bachelor of Science

Computer Science

Minor

Film & Media Studies

University of Kansas, Lawrence, KS

- Graduated with **Distinction** and **Honors**

NOTABLE PROJECTS

- **Dino Soar** - 2023 DinoJam3 - Won 3rd Place in Jam
- **Adscapes** - 2023 PeopleFun Jam - Won Most Innovative Award
- **Lost & Return** - 2021 Global Game Jam
- **Cannoneer** - 2018 KU Film & Media - Won Best New Media Award