

Ken Pratt

ken@kenpratt.net
604.306.8428
<http://kenpratt.net/>

HIGHLIGHTS

- » Core part of development of a high traffic web service for EA SPORTS (2-3 million requests/day at launch).
- » Professional experience in Java, Ruby, Erlang, Javascript, LISP, PHP, XML, JSON, AJAX, PostgreSQL, MySQL, Oracle, and Linux.
- » Have given technical presentations at developer events, taught programming workshops, and tutored extensively.
- » Contributor to and/or maintainer of a variety of open source projects.

EXPERIENCE

May 2010 – Present

Burger Function Games

Founder

Creating a collectible strategy game targeting tablets and PCs. Game is playable, currently in early alpha stages undergoing playtesting.

Developing game server and client with another developer (co-founder), using CoffeeScript, Node.js, Socket.IO, and HTML5.

Online: <http://burgerfunction.com/>

Aug 2009 – Present

Ruboss Technology Corp.

Software Developer

Helped lay technical foundation for Leanpub, developed Dropbox integration (open-sourcing a Dropbox library in the process), created a flexible system for the Leanpub book generation pipeline (open-sourcing a job queuing system).

Lead on server development for primary client project, using Erlang, JavaScript, Node.js, RabbitMQ, and Ruby at various stages of the project.

Online: <http://leanpub.com/>

May 2009 - Present

Vancouver Erlang Meetup Group

Organizer

Organize and regularly present talks at a 140-member Erlang programming language user group.

Online: <http://www.meetup.com/erlang-vancouver/>

Jan 2009 – May 2010

Pug Pharm Productions

Software Developer

Developed prototype and beta versions of Snoget, a new breed of social networking game, in conjunction with the CTO of Pug Pharm.

Created an innovative web game server architecture using Erlang, Ruby, RabbitMQ, and PostgreSQL. Deployed to 13-server production cluster.

Open-sourced an exception notification library.

Online: <http://snoget.com/>

Sept 2008 – Dec 2008

Centre for Digital Media

Teaching Assistant

Developed Java-based platform for building 3D virtual worlds.

Tutored individual students in Java programming and version control.

Sept 2006 – Aug 2008

Electronic Arts

Software Engineer

Integral part of the launch of EA SPORTS World 1.0, a system for creating persistent identity across EA SPORTS titles.

First engineer on project; involved in architecture, planning, and development on core engine team. Used Java, Hibernate, Oracle, Ant.

Spearheaded REST architecture; co-developed annotation-based framework for creating REST APIs in Java systems.

Production environment handled 2-3 million requests per day.

Assumed team lead responsibilities on multiple occasions.

Online: <http://easports.com/>

Aug 2005 – Sept 2006

Independent Contractor

Electronic Arts (Aug 2005 – Apr 2006)

Designed, developed and deployed internal professional development web application to over 2000 employees in a 3-month period using Ruby on Rails, Lighttpd, Oracle, MS SQL Server, LDAP, and Linux. Created a second internal application in one month.

Was offered EA Star scholarship program due to client satisfaction.

UBC Land and Food Systems Learning Centre (Dec 2005 – Mar 2006)

Created online course/instructor evaluation system using Ruby on Rails.

Specht & Pryer Barristers & Solicitors (July 2006 – Aug 2006)

Updated website and installed Content Management System. Trained BCIT student to use and maintain the system. Formed a mentoring relationship with the student that has lasted for three years.

Parascope Technologies (July 2006 – Sept 2006)

Developed online system for creation and mailing of electronic newsletters in Ruby on Rails. Configured production Linux VPS.

May 2005 – Aug 2005

Electronic Arts

Linux Systems Administrator

Maintained 20+ production Perforce servers with over 10 TB of storage space, under the Senior Linux Systems Administrator.

Installed ten new RedHat Enterprise Linux servers.

Created and rolled out Perforce Support website to 1000+ developers, implemented a wiki system that supported 20+ installations.

Sept 2004 – Dec 2004

WebCT Inc.

Junior Java Developer

Worked on usability improvements for WebCT Vista, one of the largest J2EE implementations in Western Canada at the time.

Implemented functionality as part of a large team, using J2EE standards: Java ServerPages, Apache Struts and Enterprise JavaBeans.

May 2004 – Aug 2004

Centre for Instructional Support, UBC Faculty of Applied Science

Courseware Developer

Designed and developed an open-source peer evaluation application that is in use at universities worldwide, with 7000 downloads to date.

Consisted of over 30,000 lines of object-oriented PHP4 and database-independent SQL. Included a custom MVC web application framework.

Configured and deployed two production Linux servers. Created efficient rsync-based incremental backup system to maintain offsite backups.

Online: <http://sourceforge.net/projects/ipeer/>

Apr 2004 – Aug 2004

UBC Public Knowledge Project

Web Application Developer

Created Multiliteracies, a tool for investigating innovative teaching practices to expand students' literacy skills.

Used PHP and MySQL; designed the interface, accessibility features.

Online: <http://www.multiliteracies.ca/>

June 2003 – Mar 2004

SIC Systems

Founder, Software Engineer

Developed custom point-of-sale/inventory management solution for Pita Pit restaurant chain with touch-screen and PDA interfaces, using C++, PHP, and MySQL.

Performed requirements elicitation, design, implementation, and testing; set up secure server for hosting.

Feb 2003 – Aug 2003

Corel Corporation

Assistant Programs Manager

Designed XML dialects and developed customizations of Corel XMetaL XML authoring environment using VBScript, CSS, XSLT, JSP, and ASP.

Worked under Tom Magliery, one of the creators of XML.

Integrated third-party software into XMetaL on a small team for high-profile clients such as Oracle, Boeing, and PricewaterhouseCoopers.

June 2002 - Aug 2002

Sept 1999 - Aug 2001

Salmo Public Library

Internet Tutor & Inter-library Loans Coordinator

Developed and ran free public computer-tutoring service, which served hundreds of community members both one-on-one and in groups.

Ranked as top tutor in the province in Summer 2002 (out of 100+ tutors) by user satisfaction surveys.

Created and maintained library website, maintained and upgraded Windows NT computer network.

Managed inter-library loans program.

EDUCATION

University of British Columbia

B.Sc.: Major in Computer Science, with participation in Co-op program

Focus on distributed systems, operating systems, human-computer interaction, and 3D graphics.

Graduation in April 2008.

AWARDS

2009 Nomination for Student Game of the Year, Elan Awards

2008 Masters of Digital Media Electronic Arts Entrance Scholarship

2006 Electronic Arts Star Scholarship

2002-2003 Floor Representative, Totem Park Residence Association

2002 RYLA (Rotary Youth Leadership Award), District 5080 (Attended week-long seminar in Idaho about leadership-related topics such as group dynamics, conflict resolution, communication skills, and public speaking)

2001 Norman MacKenzie Alumni Entrance Scholarship

2001 Governor General's Bronze Medallion Award

1999 Encounters with Canada (Selected to represent community for conference in Ottawa. One student per year per community chosen.)

INTERESTS

Food, music, snowboarding, games, roller hockey, Calvin & Hobbes, and most importantly, software as a craft.