

Marc Hawkinger

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OBJECTIVE

Senior Full-Stack Engineer with 10+ years of experience designing, developing, and deploying scalable and reliable production systems. Proven technical leadership in architecting distributed systems, mentoring engineering teams, and delivering high-impact solutions. Expertise in microservices architecture and AI/ML systems with strong focus on performance optimization and reliability. Leverages AI-powered development tools and agent-based coding practices to accelerate development velocity and code quality.

TECHNICAL SKILLS

Programming Languages: Go, Java, JavaScript, Node.js, TypeScript, C/C++, Python

Frontend Technologies: JavaScript, TypeScript, HTML/CSS, React

Backend & Cloud: Microservices, Node.js, RESTful APIs, Distributed Systems, Python

Cloud Platforms: AWS, Google Cloud Platform (GCP), Kubernetes, Docker

Databases: PostgreSQL, MySQL, MariaDB, NoSQL

Devops & CI/CD: ArgoCD, Docker, Kubernetes, Github Actions, Jenkins

AI/ML Technologies: TensorFlow, Neural Networks, Machine Learning Operations

Monitoring & Observability: Prometheus, Grafana, Splunk, New Relic

PROFESSIONAL EXPERIENCE

Full-Stack Engineer & Technical Lead | Personal Projects

September 2021 - Present

- Architected and deployed TitanRO game server (titanro.net) with distributed microservices using Docker and Kubernetes
- Extended open-source browser-based game client using JavaScript and modern web technologies including WebGL and websockets for cross-platform compatibility
- Built scalable backend infrastructure managing real-time multiplayer game state, user authentication, and database operations
- Implemented CI/CD pipelines using GitHub Actions and ArgoCD for automated deployments and rollout management
- Developed neural network-based GAN using TensorFlow and Python for automated pixel art generation
- Managed production Kubernetes cluster with advanced monitoring and observability practices

Senior Software Engineer | Verta

March 2020 - March 2021

- Designed and implemented ML/AI operations platform using Python and Go on Kubernetes infrastructure
- Built deployment and monitoring systems for machine learning model management with automated rollouts and safe fallbacks
- Developed load balancing and auto-scaling solutions for containerized ML models using Docker
- Created data ETL pipelines using PySpark with AWS Kinesis and AWS Glue integration
- Improved system reliability and performance for AI-powered applications at scale

Software Engineer, Location Mobile Infrastructure | Google

November 2018 - March 2020

- Enhanced reliability and performance of Google Play Services Location APIs serving 1+ billion users
- Led technical roadmap for legacy system migrations
- Managed production rollouts and feature deprecations for large-scale distributed systems
- Implemented monitoring and debugging solutions for complex system troubleshooting
- Collaborated with cross-functional teams to deliver high-impact performance improvements

Software Engineer, WearOS Framework | Google

September 2013 - November 2018

- Led performance engineering team, resolving system bottlenecks and optimizing resource utilization across hardware platforms
- Conducted detailed memory optimization and performance profiling for Android Go initiative
- Architected voice query system improvements, reducing search latency by 350ms through backend optimizations
- Built comprehensive logging infrastructure and performance metrics collection systems
- Developed authentication framework integrating Google Play Services with OAuth implementation
- Engineered companion application pairing flows with focus on system stability and user experience

Engineering Manager, Scheduler | Groupon

September 2012 - September 2013

- Managed cross-functional team of 3 engineers and 3 contractors, driving technical roadmap and architecture decisions
- Led migration from legacy PHP system to Ruby on Rails with comprehensive test-driven development practices
- Architected infrastructure migration from Amazon EC2 to dedicated datacenter hardware
- Developed and executed 6-month technical transformation plan with significant product scope changes
- Mentored engineers and established code quality standards and development best practices

Software Engineer, Scheduler | Groupon

May 2012 - September 2012

- Developed new features and stability improvements for scheduling system

- Implemented application performance monitoring and enhanced error reporting infrastructure
- Built scalable backend services with focus on system reliability and performance optimization

Software Engineer | Centrillion Biosciences

May 2011 - May 2012

- Designed full-stack application suite integrating Google Maps API, EPA Air Quality System, and Facebook API
- Developed public-facing web application using PHP with Facebook API integration
- Managed Linux server deployment, version control systems, and automated backup solutions