Adam Flesher

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As a Software Engineering Manager, I have been responsible for leading teams of Software Engineers that build great products. I have maintained a track record of building high performing teams to meet and exceed objectives. Passionate about software development, I also enjoy improving systems as well as streamlining processes and prefer to be hands on.

TECHNICAL PROFICIENCIES

React/Redux, Angular, Electron, Typescript, Node.js, CSS/SASS, PHP, Docker, Kubernetes, Argo CD, Unity C#, ShaderLab, Ethereum Solidity, Lodash, GatsbyJS, jQuery, Mochajs, Rendr, Postgres, MySQL, Ruby on Rails, Objective-C, Java, Jira, Git, Python, Jenkins, SQL Server

EXPERIENCE

Epic Creations Inc, Victoria BC - ***Engineering Manager***   AUG 2020 - PRESENT

- **Hired as the first Engineer in the capacity of Engineering Manager to build and oversee a team of Engineers throughout Canada for various technical disciplines**
- Request directly from the VP of Engineering to run Epic's Web Team in N.A. and India on an interim basis. This was in addition to my current responsibilities of hiring, onboarding, mentoring, forecasting etc.
- Architected an internationalized single codebase solution for getepic.com and getepic.com/in which resulted in both teams being able to write and deploy code with minimal overhead
- Migrated our build and deployment jobs out of Jenkins and into a CD/CD GitOps solution which led to more efficient and reliable deployments
- Performed an SEO audit of getepic.com and made major improvements that led to higher click through rates with resulted in more customer sign ups and better experience score from Google

Semaphore Solutions, Victoria BC - ***Contractor/Software Engineer***   AUG 2018 - Aug 2020

- **Lead Engineer for 5 Engineers on different projects in the genomic and medical space**
- Brought in to overhaul existing project. Created and implemented new project plan to meet bi-weekly goals that were previously being missed
- Hired to build a new app from the ground up that passed a full security audit from Casaba
- Key owner of meeting all compliance issues related to HIPAA/FDA. All releases successfully approved on first submission

Dark Territory, Victoria BC - ***Owner/Developer***   OCT 2016 - APR 2018

- **Started a self-funded independent game company**
- Designed and built tools for building and testing a procedurally generated 2D game in Unity
- Optimized game to run at a stutter free +60fps and to generate levels in less than 100 milliseconds
- Created and open sourced custom multi-camera system for applying post-processing effects to Spine assets
- Recruited and hired a Designer to create in game assets

Change.org, Victoria BC - *Principal Software Engineer*   AUG 2014 - MAY 2016
- **Led a team of 6 Engineers to build a new web application for voters in the United States**
- Met every aggressive hard deadline for the project which centered around election cycles
- As a solo developer built a proof of concept app which allowed significant and important changes to be made on the final app without incurring any tech debt
- Successfully architected a new web application from the ground up using a newer technology in addition to training the team on that technology
- Took responsibility for meeting project deadlines while partnering with project management

Zynga, San Francisco CA - *Principal Software Engineer*   JAN 2011 - AUG 2014
- **Lead engineer of 6 person team working on Zynga.com and then a native iOS application**
- Architected a solution for the iOS app that replaced the existing problematic HTML approach with a native one
- Completed an audit of iOS app to significantly reduce CPU and battery consumption
- Brought in to work on stalled/challenging projects to quickly identify problems and create solutions for a timely release
- Completely rewrote our deployment scripts to massively reduce deployment times and failed deployments

EDUCATION

Camosun College, Victoria BC - *Diploma in Computer Science*   SEP 2002 - APR 2004