

Adam Ross Sikora

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EXPERIENCE

Production Experience

Computer Hardware and Networking:	18 Yrs
HTML, CSS, JS, PHP:	14 Yrs
MySQL, Postgres, SQL Server:	14 Yrs
MS Access, Excel, VBA:	7 Yrs
C++ Game Development:	7 Yrs
C# Full Stack Development:	7 Yrs
Laravel, Vue, Typescript, Nuxt:	3 Yrs

Language and Technology Experience

Software: C++ Source and UE4 Game Engines, C# Dotnet Core 1.1 - 6.0, Entity Framework
Web: HTML, CSS, JS, PHP, Laravel, Joomla!, Wordpress, Vue/Nuxt, NodeJS, Typescript
Database: MySQL, Postgres, SQL Server, DynamoDB, Entity Framework Code First, MongoDB
Cloud: AWS Certified Solutions Architect Associate
Management: Jira, Mantis, Jenkins, GSuite
Microsoft: Excel, Access, AD, IIS, Exchange
Adobe: Dreamweaver, Photoshop, Indesign

WORK HISTORY

Trader Interactive Norfolk, VA

December 2019 - Current

At Trader I am currently the technical lead for the commercial marketplace websites (commercialtrucktrader.com, equipmenttrader.com). My responsibilities include oversight of all things technical, including devops, sprint planning, ticket grooming, systems architecture, integration, bug fixing, code review, stability and SEO. I manage three separate teams, east and west coast with offshore contractors, spanning many repositories and technologies such as Vue, React, PHP, Laravel and Node. A few of my major accomplishments were to overhaul the main query and endpoint serving dealer inventory searches and to design, develop, and bring to market, a chat client for use on all sites. This can be seen and used on any of the Trader properties.

New World Interactive Denver, CO

August 2012 - August 2019

At NWI my company roles were development and maintenance of the various websites, purchasing and deployment of internal hardware and networking, development and implementing company security policy, maintenance of internal user accounts and development of infrastructure necessary to produce product. I have also worked on each of the games that were released. For Insurgency, I programmed the AI enemy combattant and many of the cooperative game modes. This AI was built onto further for Day Of Infamy, which I programmed the player statistics system and progression system with Steam integrated inventory items. For Sandstorm, I improved upon the previous built system, implementing the player profile and inventory systems in the game code and UI. I also designed, developed and implemented a cloud-based back end using scalable containers, database read replicas, transaction queueing and a custom web based report interface.

Winter Music Conference Fort Lauderdale, Florida

October 2009-August 2012

At WMC my roles were the maintenance and development of the website, online and on-site payment systems, and internal client systems. While employed, I developed a website known as The List, with over 500 events per year and more than 1m daily page views during the event. In addition, I worked on the layout and printing of the two main publications including data export from The List website into Indesign.

Electronic Payments Inc Calverton, NY

March 2008-October 2009

At EPI my roles included technical support for merchant credit card terminals and point of sale systems. While performing my support duties, I developed shipping software to aid in the deployment of merchant equipment. This software was based in MS Access, with the ability to pull/post data from a MySQL database and FEDEX shipping manager and logged all shipping with images of the items shipped.

Suffolk Off Track Betting Hauppauge, NY

October 2003-April 2006

At OTB my initial position was with maintenance, but I was promoted to the Accounting department. In this department, I did payroll for 250+ employees on a bi-weekly basis and worked on software that kept track of NYS Lottery sold at each branch and reconciled monthly statements. I also worked on accounting spreadsheets for a pending lawsuit to calculate withheld escrow.

EDUCATION

SUNY Farmingdale Business Administration

September 2003-March 2004

Suffolk County Community College Computer Science

January 2002-March 2003

Patchogue-Medford HS NYS Regents Diploma

Graduated January 2002

PROJECTS

- 2003 - File Storage management DB (Access)
- 2005 - Lottery accounting and inventory software (Access)
- 2007 - Custom podcast subscription website (Joomla!, PHP, MySQL)
- 2008 - Inventory, shipping and QC database (MySQL, Access)
- 2010 - Customized website calendar and online booking system (Wordpress, PHP, MySQL)
- 2009-2012 - The List website and print publications (Joomla!, PHP, MySQL, Indesign)
- 2012 - Game key sales website (Joomla!, PHP, MySQL)
- 2012-2014 - AI and Coop game mode development for Insurgency (C++ Source Engine)
- 2015 - Deployment of Amsterdam development studio, internal network and workstations
- 2016 - Statistics, progression and Inventory systems for Day Of Infamy (C++ Source Engine, Dotnet Core 1.1, Docker, Postgres, Elastic Beanstalk, SQS, Elasticache)
- 2017 - Deployment of Denver development studio, internal network and workstations
- 2019 - Statistics, Profile, Progression and Inventory systems for Insurgency: Sandstorm (C++ UE4 Engine, Dotnet Core 2.1, Docker, SQS, Elastic Beanstalk, Elasticache, DynamoDb, Aurora Postgres Cluster)
- 2019 - Design, budget, purchase, installation and deployment of Calgary development studio, internal network with 34 station capacity, 10Gbe backbone (Dell S4112T, N1124T, VEP4600 pfSense, R540 Perforce, R330 AD DC)
- 2020 - Overhaul primary endpoint and query driving inventory listings
- 2021 - Design, develop and bring to market a live chat solution using a Vue embeddable component across four technology stacks with a Node/ MongoDB backend (Twilio, Vue, Node, Nuxt, MongoDB)
- 2022 - Design, develop and bring to market an aggregated search component to simplify user experience (Vue, Elastic)
- 2022 - Design and develop a path towards AWS Cognito authentication and authorization for all platforms. (Vue, Cognito, Typescript Lambda, Laravel, Codebuild, Terraform)