

# Ross Kilgariff

## DevOps Engineer | Game Programmer

Website: <http://ross.codes/>

Email: rosskilgariff@gmail.com

A skilled DevOps engineer with a background in games technology and six years' experience in the mobile games sector.

---

### Skills:

- Highly proficient programmer and server engineer.
- Clear, effective communicator.
- Can lead, work as part of a team, or work independently.

### Values:

- Empower people to work quickly and effectively through DevOps.
- Put the needs of the business first when making technical decisions.
- Maintain simplicity by eliminating unnecessary technical bloat.
- Promote autonomy and self-confidence in others.

### Background:

- Building robust, high performance services from the ground up using C++.
- Designing and implementing API systems on both client and server, including RESTful, RPC-based and real-time replication APIs.
- Deploying on AWS (EC2, Lambda, API Gateway, ElasticSearch, Redshift and DynamoDB).
- Developing tools and pipeline infrastructure to aid developer efficiency, including continuous integration and continuous delivery systems.
- Working with a diverse range of programming languages (including Python, JavaScript, Haskell and C#).

## **Industry Experience and Qualifications:**

### Ninja Kiwi Europe

January 2013 - Present

- Built the client and server software that enables Ninja Kiwi's games to communicate online, including the realtime multiplayer features in Bloons TD 5, Bloons TD Battles and SAS: Zombie Assault IV.
- Designed and implemented the system behind the live spectating and replay features in BTB Battles.
- Helped build the studio's web API, working with the server team to build the account system, cloud storage, pub/sub, matchmaking, leaderboards and analytics.
- Helped build on the studio's C++ engine alongside programmers at every level to help maintain high coding standards.

### Digital Goldfish

February 2012 to January 2013

Developed and shipped the mobile version of Bloons TD 5 as a part of 'Team Bloons' while working on the company's new C++ engine.

### Believe Entertainment

January 2011 - February 2012

Employed as a part-time contractor for Believe Entertainment, undertaking mobile and portable technology development, platform strategy and game programming supervision.

### BSc Computer Games Technology at University of the West of Scotland

September 2009 - February 2012

Graduated in 2012. Focus changed for each project undertaken throughout the curriculum and a diverse range of topics were covered, including 2D and 3D game engine development, computer architecture, simulation/visualisation and artificial intelligence.

### HNC Game Development at Stow College

September 2008 - July 2009

Graduated in 2009. Began academic training in game development at Stow College with a view to attend University of the West of Scotland. Here I completed a variety of simple game projects and learned new concepts.