

# WILLIAM MAYNARD

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I'm a seasoned software professional with over 10 years of experience in C# / .NET, MongoDB, and SQL. I'm committed to my documentation, communication, and mentoring skills. I excel in delivering complex features on time with a strong focus on maintainability and team advocacy. I'm always seeking personal and professional growth whether I'm exploring new tech or strengthening my leadership techniques.

## EXPERIENCE

### Lead Platform Engineer at Rumble Entertainment

May 2021 – July 2024

- Created a .NET framework for rapidly building, maintaining, testing, and deploying microservices. Used in 20+ projects for a global mobile game, Towers & Titans. I reduced response times, memory footprints, and CPU loads by up to 80%.
- Managed a team of backend and web engineers, including interviewing, mentoring, performance reviews, and staffing. Conducted pair programming sessions and code reviews on critical features.
- Acted as the primary contact for engineering on project feasibility, architecture, timeline, scope, and risk evaluation in kickoffs and pod syncs.
- Authored microservices with >99.99% uptime. Projects include in-game Chat, Leaderboards, SSO Login, and purchase validation. Deployed services to Kubernetes clusters via GitLab CI/CD.
- Responsible for all security, user and application data, and GDPR compliance.

### Founder & President of Silicon Valley Shogi Club

December 2018 – July 2024

Hosted weekly club gatherings to teach members shogi and provide networking opportunities. Grew membership through word-of-mouth, public flyers, event booths, and social media. Generated brand bible and materials, including marketing handouts and strategy documents. Established club as an official branch of the [Japan Shogi Association](#). Drafted charter and selected board to incorporate as a nonprofit organization with the intent of running paid classes and tournaments in February 2020; unfortunately, the pandemic nearly shut down the club and the pursuit of a 501(c)(3) was abandoned.

### Software Engineer at HiT Software

February 2017 – August 2018

Maintained the company's flagship product, DBMoto, a replication tool supporting 20+ RDBMS and a legacy test suite with over 300 automated data replications. Created C# benchmarking applications, unit tests, and one-off tools to troubleshoot customer-reported bugs resulting from edge cases. Acted as lead engineer for developer support in paid consultations to debug, create custom flows, and transform data.

### Software Engineer at Ten90 Studios

March 2015 – February 2017

Designed and maintained MSSQL databases and C# WCF web services. Developed internal SDKs and custom compilers in AS3 and C# and reduced engineering hours by 60%, resulting in far higher profits for every billable project. Developed proof-of-concept applications used in global conferences with millions of viewers. Secured a contract for a mobile game, Cisco Geek Factor, later acting as lead developer.

### Programmer Analyst at IDEC Corporation

July 2012 – March 2015

Developed real-time health monitoring services in C#, reducing server downtime by 80%. Authored C# / SQL scripts to resume frozen data replications automatically, saving 3 hours per occurrence. Created a self-service internal report generation portal, reducing custom marketing report requests by 90%.

## EDUCATION, CERTIFICATIONS, AND ACHIEVEMENTS

### MongoDB 3.0 Associate Developer

December 2022

### 4-Dan Ranking from the Japan Shogi Association

July 2020

### Graduate Courses in Software Engineering at San José State University

2017 – 2018

Lifetime Member, Phi Kappa Phi Honor Society

### B.S. in Computer Science from the University of Redlands

August 2006 – April 2012

04 September 2024

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## PROJECTS



### Platform Common

<https://github.com/wmaynard/platform-common>

July 2021 – July 2024

Open sourced after company closure

A C# / .NET framework for rapidly building and deploying new microservices. New projects were able to launch with basic CRUD operations to our dev environments in under half an hour. A feature of the framework, MINQ, automatically created database indexes as needed, dramatically reducing the planning developers needed for their queries. Platform Common reduced so much boilerplate that some microservices only needed a few hundred lines of code. Reduced response times, memory footprints, and CPU loads by up to 80% compared to the previous Java / Groovy stack.



### Towers & Titans

<https://willmaynard.com/galleries/tower>

May 2021 – July 2024

No longer supported

A cross-platform mobile and desktop NFT Gacha tower defense game developed in Unity with Rumble Entertainment / R Studios. I designed all databases and microservices, including development, maintenance, and security. I managed a team of engineers supporting our APIs, internal and external websites, backend performance, and telemetry.



### Quarantine chez Maynard

<https://a.co/d/8sfHuO8>

February 2020 – July 2024

Available on Amazon

A 372-page personal memoir detailing the COVID-19 pandemic and cookbook of recipes I created during California's lockdowns. With the shogi club effectively shut down and no paying job when I started, I wanted to learn new skills in parallel to my job search – in this case, book publishing. I am the sole author, illustrator, editor, and recipe developer of the book, ISBN 979-8-8714-5883-9.



### Cisco Geek Factor

<https://willmaynard.com/galleries/geekfactor>

February 2020 – July 2024

No longer supported

An IT-centric cross-platform mobile trivia game developed in Adobe AIR / AS3 with Ten90 Studios. I was responsible for all database design, backend setup, development, deployment, and system administration. I developed the C# API with over 100 MSSQL SPs and administrative tools for content management and analytics.



### Consigno

February 2016 – May 2016

Consigno is corporate billing software built as an independent contract for a small business, completed on weekends in my spare time. This project replaced a custom DOS application lost in a drive failure. Sole developer for C# WinForms & HTML5 / ReactJS clients, databases, and servers. Data persistence achieved with MSSQL Server. The business still relies on the software for all of its billing needs today.



### MaynardHoganLaw.com

<https://maynardhoganlaw.com/>

August 2015

An HTML5 / JS application with PHP / MSSQL backend to store contact form messages and telemetry; created to spec via SRS per client needs. Utilizes a custom CMS so business users can self-manage content and styling and a custom search engine to replace the discontinued Google Custom Search.