

Dennis Honeyman | Rochester Institute of Technology

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Summary

Full-stack software engineer with experience in AI, agile development, web technologies, cloud infrastructure, and mobile game development

Education

Rochester Institute of Technology **3.8**
Bachelor of Science in Game Design and Development 2009–2014

Computer Skills

Languages: C# (Unity, ASP.net), C++, HTML/CSS, Java (Spring, Dropwizard, Spark), JavaScript (React), PHP, Python, Terraform

OS: Linux/UNIX (Ubuntu, Amazon Linux), OS X, Windows

Databases: BigQuery, MySQL, PostgreSQL, Redis, Vertica

Development Software: AWS, Docker, Git, IntelliJ IDEA, Mercurial, Subversion, Unity, Visual Studio

Work Experience

Darkwind Media **Rochester**
Junior Game Developer 2012–2013

- Ported games made in Unity to emerging platforms.
- Developed and maintained cross-platform internal tools in C# and Python.

Zynga **San Francisco**
Software Engineer Intern, FarmVille 2013

- Full-stack development in Actionscript 3, JavaScript, and PHP.
- Feature development and maintenance for both the game and internal tools.

Zynga **San Francisco**
Software Engineer, Zynga Poker 2014–2016

Zynga **San Francisco**
Senior Software Engineer, Zynga Poker 2016–2017

- Developed new features for Zynga Poker's mobile client in the Unity game engine.
- Served as scrum master for a squad of several engineers.
- Developed and improved backend game services in Java and PHP.
- Designed and implemented a multi-table tournament service.

N3TWORK **San Francisco**
Platform Engineer 2017–2022

- Developed features and functionality for N3TWORK's realtime analytics engine
- Developed and managed a cutover of N3TWORK's analytics systems for GDPR compliance
- Developed and improved backend Java microservices supporting 1st-party and partner games
- Migrated N3TWORK's internal web services to use Terraform for infrastructure management

ToolsGroup **Remote**
Software Engineering Manager, ToolsGroup Platform / SO99+ 2023–2025

- Designed and developed a new architecture and features for an inventory optimization SAAS service
- Designed and implemented a React-based frontend to configure above service
- Designed and developed a soft real-time Kafka-based streaming analytics service for business metrics
- Worked on internal migration of microservices from AWS to Azure, including CI/CD migration
- Designed and developed an AI chat-bot service in C# and ASP.net to provide documentation-based AI responses for SO99+

Honors/Activities

2010–2013: RIT Honors