



Ming Le

Principal Software Engineer, Backend Platforms

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STRENGTHS

- 🔧 **Distributed Systems**
Queue and RPC patterns kept critical workflows dependable during traffic spikes and dependency failures.
- 👤 **Technical Leadership**
Design reviews gave senior engineers clearer decisions, stronger ownership, and practical delivery paths.
- 💡 **Operational Discipline**
Monitoring and logging work turned hard production incidents into faster, clearer diagnoses.
- ⚙️ **Platform Integration**
Cross platform service contracts kept Windows, Linux, mobile, and desktop behavior aligned.
- 🗣️ **Creator Services**
Creator tools connected insights, experiments, communications, and feedback with useful product outcomes.

SKILLS

Distributed systems Go Java

Object oriented programming

Backend engineering

Stream processing Data pipelines

Queues RPC Retry strategies

ML driven services

Remote configuration

Experimentation platforms

Monitoring Automated testing

LANGUAGES

English

Native

SUMMARY

Principal software engineer with 14 years of experience building and operating large scale backend platforms, **distributed systems**, creator services, and networked products. Leads architecture, technical decisions, and full lifecycle delivery across Go and Java services, **stream processing**, queues, RPC, **retry strategies**, **data pipelines**, experimentation, remote configuration, and ML assisted insights. Guides senior engineers through design reviews, platform decisions, operational planning, and cross team delivery. Built systems supporting high concurrency interactive products, creator monetization, player analytics, community features, virtual events, and feedback workflows. Hands on work spans Linux, Windows, OS X, Android, and iOS integration concerns, plus automated testing, monitoring, logging, deployment, and production operations. Brings practical judgment for balancing fast iteration with durable service design and can help teams deliver reliable platforms for creators and players.

EXPERIENCE

Principal Software Engineer, Backend Platforms

Arcadia Worlds 📅 March 2022 - Present 📍 San Jose, CA

Leads architecture and delivery for backend game operations services supporting high concurrency online experiences, creator insights, monetization signals, experimentation, community features, and production operations.

- Defined service boundaries and migration plans for **high concurrency game operations** platforms.
- Built Go streams that converted player events into **creator insights** and **monetization** signals.
- Created **remote configuration** and experimentation services with guarded rollouts and **exposure tracking**.
- Established queue, RPC, timeout, idempotency, and retry patterns for resilient workflows.
- Set monitoring, logging, testing, and production readiness standards across multiple engineering teams.
- Guided senior engineers through architecture reviews for community, events, feedback, and creator services.

Senior Staff Software Engineer, Distributed Platforms

Pixel Harbor Studios 📅 June 2019 - February 2022 📍 Santa Clara, CA

Owned distributed architecture for creator and live operations tooling, guiding lifecycle delivery across event streams, configuration, experiments, communications, and multi platform client integration.

- Owned backend architecture for creator tools managing configuration, experiments, events, and communications.
- Built **Java** and Go services around event streams, **queues**, RPC interfaces, and retry safe workflows.
- Combined gameplay telemetry with **model outputs** to surface actionable audience engagement patterns.
- Led discovery, design, implementation, validation, staged deployment, dashboards, alerts, and **production support**.
- Isolated Windows, **OS X**, Android, and iOS behavior behind stable service contracts.
- Mentored engineers on **distributed systems** reasoning, testing strategy, operations, and architecture documentation.

Staff Backend Engineer, Multiplayer Services

Northstar Interactive Labs 📅 January 2016 - May 2019 📍 Oakland, CA

Designed networked Java services for a large multiplayer platform, owning telemetry, configuration, asynchronous workflows, **observability**, testing, and multi team technical delivery.

MY CAREER



- Principal Software Engineer, Backend Platforms at Arcadia Worlds (4.5 Years)
- Senior Staff Software Engineer, Distributed Platforms at Pixel Harbor Studios (2.7 Years)
- Staff Backend Engineer, Multiplayer Services at Northstar Interactive Labs (3.3 Years)
- Senior Software Engineer, Connected Services at Blue Mesa Digital (2.4 Years)
- Software Engineer, Networked Applications at Canyon Ridge Software (1 Years)

- Designed Java services for account, session, event, and game configuration workflows.
- Introduced **stream processing** for gameplay **telemetry** and live content evaluation at scale.
- Implemented queue backed workflows and **retry strategies** that limited cascading dependency failures.
- Expanded logs, metrics, alerts, and runbooks, shortening paths from symptoms to root causes.
- Built integration and load tests around **RPC** contracts before production **deployment**.
- Translated product goals into service designs and guided multi team implementation decisions.

Senior Software Engineer, Connected Services

Blue Mesa Digital 📅 July 2013 - December 2015 📍 Berkeley, CA

Developed Java backend services for connected consumer applications, improving APIs, event processing, user state persistence, observability, testing, and client compatibility across platforms.

- Developed Java services for scalable APIs, event processing, persistence, and network interactions.
- Moved selected synchronous workflows into queues, improving tolerance for downstream latency.
- Added tracing, metrics, and centralized logs across distributed request paths.
- Designed contract and failure tests that increased release confidence during frequent deployments.
- Integrated backend changes with **Windows**, OS X, **Android**, and iOS clients.
- Led design reviews and production troubleshooting for growing distributed service ownership.

Software Engineer, Networked Applications

Canyon Ridge Software 📅 June 2012 - June 2013 📍 Fremont, CA

Built Java services and internal APIs under senior guidance, gaining practical experience with asynchronous processing, operational diagnostics, testing, deployment preparation, and client compatibility.

- Built Java services and internal APIs with clear request and persistence patterns.
- Investigated production defects through logs and targeted reproduction, creating regression tests.
- Implemented asynchronous jobs for noninteractive workloads with safe duplicate handling.
- Supported **Linux** services and validated behavior across Windows and **OS X** environments.
- Wrote unit and integration tests for new service functionality and maintenance.
- Contributed design feedback during peer reviews and deployment preparation.

PROJECTS

Creator Insights Pipeline 📅 2024

Built a streaming platform that transformed gameplay telemetry into creator facing insights and monetization signals. Work connected event processing, data pipelines, model outputs, operational dashboards, and reliable delivery practices.

Remote Experimentation Platform 📅 2021

Created configuration and experimentation infrastructure for live game teams. Guarded rollouts, exposure tracking, retry safe workflows, and operational controls supported rapid product evaluation without client releases.

Community Events Services 📅 2018

Developed backend capabilities for creator communications, virtual events, and player feedback. Stable RPC contracts and queue backed workflows supported dependable interaction across high concurrency products.

LEADERSHIP & AWARDS

- Engineering Leadership Recognition, Arcadia Worlds, 2024, recognized for platform architecture and cross team delivery.
- Technical Impact Award, Pixel Harbor Studios, 2021, honored for creator operations and distributed service improvements.
- Peer Leadership Recognition, Northstar Interactive Labs, 2018, acknowledged for mentoring engineers and advancing service reliability.

EDUCATION

Bachelor of Science in Computer Science

San Jose State University 🎓 GPA: 3.8 📅 2012 📍 San Jose, CA

Coursework: *Distributed Systems, Software Engineering, Operating Systems, Database Systems*

CERTIFICATIONS

- Google Professional Cloud Architect 📅 2024
- AWS Certified Solutions Architect, Associate 📅 2022

TECHNICAL SKILLS

- **Programming Languages:** Go, Java, C#, Object oriented programming
- **Distributed Systems:** Stream processing, Queues, RPC, Retry strategies
- **Data Engineering:** Data pipelines, Player telemetry, Model outputs
- **Creator Platforms:** Creator insights, Monetization systems, Community tools
- **Game Operations:** Remote configuration, Experimentation, Virtual events
- **Observability:** Monitoring, Structured logging, Metrics
- **Quality Engineering:** Automated testing, Integration testing, Load testing
- **Cloud Services:** Service deployment, Staged releases, Production support
- **Operating Systems:** Linux, Windows, OS X
- **Mobile Platforms:** Android, iOS, Platform specific integration
- **Service Resilience:** Timeouts, Idempotency, Failure handling
- **Networked Applications:** Backend APIs, Service contracts, Client integration

PROFESSIONAL AFFILIATIONS

- Member, Association for Computing Machinery, focused on distributed systems and software engineering.
- Member, IEEE Computer Society, engaged with backend architecture and dependable computing practices.

ADDITIONAL INFORMATION

Work Status : Authorized to work in United States. No sponsorship required.

REFERENCES

AVAILABLE ON REQUEST