

Michael Burton

Senior Software Developer with 23 years of experience across a wide variety of industries and architectures

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EXPERIENCE

Game Developer - Freelance

2013 - PRESENT

- Max Inferno - A Little to the Left: Cupboards & Drawers
- Orange Slip Studios - Disastrophe

DevOps Engineer - Avalon Holographics

2021-2023

- Automated dozens of processes using MS Azure
- Evaluated tools for use in embedded hardware development

Software Developer - Celtx

2016-2021

- Lead the technical implementation of GEM, a web-based game narrative editor that has established leadership in the market.
- Lead the implementation of an automated regression testing tool with 100x better cost:performance than commercial tools

Software Developer - Verafin

2014-2016

- Evaluated data platforms for analytics on billions of records
- Migrated 900+ client application and database layers into AWS

Programmer Analyst - Bell (Provincial Drug Program)

2013-2014

- Automated dozens of data analysis jobs

IT Programmer - ATS

2007-2013

- Comprehensive upgrades for document control application

Software Developer - DPSI

2002-2005

- Software development and technology evaluations

MEDITRAIN

2000-2001

- Implemented medical training and data applications

EDUCATION

B.Sc. Comp. Sci. & Physics

Memorial University of
Newfoundland
1995-2000

TECHNOLOGIES

Game Development

Unity ●●●● C# ●●●●

Unreal ●● C++ ●●

Godot ●

Web Development

JS/TypeScript ●●●● CSS ●●

React ●●●● Firebase ●●●●

Java ●●●● Perl ●●●● PHP ●

Cloud Development

AWS ●●●● Google Cloud ●●●●

Azure ●●●● Containers ●●●●

IaC ●●●●

PROFESSIONAL PRESENTATIONS

Selenium (2019, NDev 40)
Realtime Collab (2019, NDev)
WebAssembly (2018, NDev)
Unity Physics (2018, GDNL)
Unity Scripting (2016, NGX)

AFFILIATIONS

CTSNL
Member, 2015-Present
Executive, 2015-2016

NDev
Member, 2016-Present

GDNL
Organizer, 2017-2019
Member, 2019-Present