

Justin Yorke

jyorke@ridiculous.pro

Work Experience

Professionally Ridiculous LLC, Redmond, WA

Owner and President (6/18–Present)

Valve Corporation, Bellevue, WA

Software Engineer, Game Developer Support – Steam Business Team (11/12–6/18)

Served as primary technical contact for partners including Take-Two Interactive, ZeniMax Media, Bandai Namco Games, and many others, providing integration troubleshooting and debugging help for Steamworks C++ SDK and Web APIs. Assisted in relationship management and business development for these partners. Helped develop new Steam features including common redistributables, Widevine video DRM, Steam Video for Android, AWS-based video ingestion, hardware store pages, and a partner documentation backend. Hired and managed contract employees to create partner-facing documentation. Served as a core organizer for Steam Dev Days in 2014 and 2016, a conference with attendance in the thousands, overseeing all aspects and personally managing invitations, registration, and ticketing.

Amazon.com, Seattle, WA

Software Design Engineer – Amazon Game Studios (9/11–11/12)

Worked as lead developer for *Photo Agent* (Facebook) and provided development support for all other projects. Delivered several features on client, server, and end-to-end. Acted as scrum master for a cross-discipline development team of 10-14 members, leading planning, standup, and retrospective meetings and assisting with backlog generation and prioritization, bug triage, and release management. Wrote custom tools to assist designers and writers. Deployed a mix of custom and off-the-shelf tools for continuous integration and release management. Architected and developed backend services, and performed architecture review for all other services.

Microsoft Corporation, Redmond, WA

Software Design Engineer – 343 Industries (2/11–9/11)

Worked on the game backend team within 343 Industries. Documented and administered legacy systems for *Halo 3*, *Halo 3: ODST*, and *Halo Reach*. Assisted in service architecture design for *Halo Waypoint*, *Halo: Combat Evolved Anniversary*, and *Halo 4*. Worked with Microsoft Research to integrate and expand *Orleans* services framework.

Software Design Engineer – Microsoft Game Studios Incubation (SEED Studios) (Contract 9/09–4/10, FTE 4/10–2/11)

Worked as gameplay, systems, and generalist programmer for game projects on a team focused on multi-screen gaming experiences. Led backend services development, both architecting and implementing services. Managed a contract employee and mentored several full-time developers. Coordinated with external developers and Microsoft publishing and operations teams. Shipped several titles on Xbox LIVE Arcade, Facebook, and Windows Phone.

Bungie, LLC, Kirkland, WA

Server Engineer (3/09–8/09)

Designed, developed, and maintained web services with multiple serialization formats to implement online features for *Halo 3*, *Halo 3: ODST*, and *Halo Reach*. Designed and developed a custom datacenter and service monitoring tool.

Microsoft Corporation, Redmond, WA

Software Design Engineer – Zune Entertainment Services (5/07–2/09)

Developed SQL databases and RESTful XML web services for the Zune marketplace catalog and search features.

Software Design Engineer – Windows Core OS (7/05–5/07)

Experience prior to July 2005 and more details available at <https://www.linkedin.com/in/jyorke/>
