

Nicholas Bonatsakis

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Experience

LEAD DEVELOPER & PLATFORM TEAM LEAD RAIZLABS INC. BOSTON, MA 4/13 - PRESENT

Starting out as lead developer on client projects at a nationally known and recognized software design and development agency, I spearheaded work on mobile apps ranging from startups like Ovia Pregnancy, Care.com, and SunSprite, to globally known brands including Costco, L.L.Bean, Six Flags, B&H Photo, and Perkins School for the Blind. Over my tenure, I developed a mastery of mobile technology across both iOS and Android, working on projects from complex e-Commerce experiences to BTLE wearable hardware integration, SDK development, and everything in between. In doing so, I've gained a deep understanding of modern mobile software stacks, including but not limited to: Swift, Objective-C, MVVM, Xcode, CocoaPods, and Fastlane for iOS as well as Kotlin, Java, Dagger 2, RxJava, Retrofit, and Android Studio for Android, and finally cross-platform technology such as GraphQL and RealmDB. I helped build an effective scrum-based delivery process, scaling the engineering team from 10 developers to over 40 over the course of just a few years, eventually becoming platform team lead and officially managing first the iOS team and later the Android team..

SOFTWARE ENGINEER BRIGHTCOVE INC. BOSTON, MA 9/09 - 4/13

Working on several teams across multiple layers of one of the world's largest premium online video platforms. Spent one year helping to design and implement a Java/Tomcat-based global user authentication system (both front and back end) using Spring (Integration, MVC, IoC) backed by MySQL and ActiveMQ. Second year was spent completely re-working the build, CI, and deploy pipeline from a legacy Ant-based system, to a modern Maven and TeamCity-based continuous delivery system. Third year was spent designing and implementing a Java/Netty-based (MongoDB backed) CDN origin file-store proxy that services millions of file requests per day as well as a Python-based stateful migration system to slowly roll videos onto the new platform. Finally, as a general member of the infrastructure and scalability group, have done considerable work around enhancing and maintaining caching (Oracle Coherence), file ingestion (S3, custom file-store), and CDN integrations (Akamai, Limelight) that back some of Brightcove's most visible user-facing services.

SOFTWARE ENGINEER INDEPENDENT IPHONE APPLICATION DEVELOPMENT, BOSTON, MA 7/08 - PRESENT

I have been independently creating iOS applications since the original SDK was released in 2008. Under my own company, Atlantia Software, I have released a wide array of apps, reaching top charts in both News and Fitness, and accumulating over a million downloads across the portfolio.

SOFTWARE ENGINEER IBM (FORMERLY UNICA CORP), WALTHAM, MA 6/06 - 8/09

Working on a J2EE application designed to manage marketing leads for anywhere between 100 to 70,000 users. As part of a small engineering team (four developers including myself), I designed and implemented various features for an administrative web console using a JSP and AJAX UI layer, Struts MVC layer, and a TOPLink ORM layer. I also designed and implemented a GWT (Google Web Toolkit) based interface for on-the-fly editing of complex logic tables. Additionally, I created a robust automated product upgrade component that allows for version specific upgrade tasks, and works generically over three database types. Finally, I followed and helped refine an Agile Lean process that incorporated such principles as test-driven development, code reviews, daily stand-ups, and continuous build integration.

SOFTWARE ENGINEER INTERN EBAY RESEARCH LABS, SAN JOSE, CA 1/06 - 3/06

Designed and implemented an eBay Skype plug-in prototype in Java (Eclipse and Visual Editor) using the Skype API, eBay API (SOAP based), and XML. The application communicates via Skype's peer-to-peer network using our own messaging protocol.(Further details withheld due to NDA).

Education

Worcester Polytechnic Institute, Worcester, MA — Bachelor of Science, Computer Science, Minor, Music - 2006

Technical Skills

Languages with Proficiency: Swift, Objective-C, Kotlin, Java, Ruby

Languages with Working Knowledge: Python, JavaScript

Frameworks and Libraries: Cocoa, iOS SDK, Android SDK, Realm, RxJava, GraphQL, Ruby on Rails, Spring, J2EE, Struts, JSP, Hibernate, GWT, Ant, Maven

Development Tools: Xcode, CocoaPods, Fastlane, CircleCI, Android Studio, IntelliJ IDEA, Git, Perforce, Subversion, YourKit Java Profiler

Application Servers / Deployment: Heroku, AWS, Apache Tomcat, Jetty, BEA WebLogic, IBM WebSphere, Sun Glassfish

Databases: MongoDB, Oracle, MS SQL Server, MySQL, IBM DB2 (limited experience)

Operating Systems: Mac OS X, UNIX, Windows

Additional Skills

Braille - reading and writing

Greek Language - fluent speaking, semi-fluent reading and writing