



# Dale Williams

Leading Full Stack Developer

## Profile

As an architect, a team leader, member and individual, I've built and designed business platforms, full-stack web applications, cloud services, software teams and engrossing games. I'm an immensely hands-on, multi-disciplined software developer who believes in using, communicating about and understanding the right tools and processes for the job.

I write best in C#, Typescript, React and PostgreSQL and enjoy working on most software stacks, databases and game engines. I believe a good spread of technological skills provides for wider knowledge, greater flexibility, stronger context and more focused solutions.

## Work Highlights

### Next World Enterprises **VR Safety** (2020 - 2023) System Architect & Full Stack Developer

TO MARKET

I was the architect of the Next World platform. Next World has a truly massive software stack including **.NET, PostgreSQL, AWS, React, Unity, Java, Android, VR, analytics and data processing**. I built the platform, laid down the foundations and hired and trained fifteen staff while building new features, overseeing the system design, software strategy and code quality. Together with my teams, we took a massive LMS, sixteen VR experiences, a headset operating system and sophisticated data pipeline to market.

### Roubler **Workforce Management** (2018) Lead Full Stack Developer

TO MARKET

As the lead engineer, I was the founding and primary author of Roubler's workforce management software platform during their launch and the following year. Using **PostgreSQL, NodeJS and AngularJS, over AWS**, I created the **API, platform, database and front-end** application that brought Roubler to market, and helped form and lead the team.

### Halfbrick **Games Studio** (2013 - 2016) Senior Programmer

100M+ USERS

I worked as a Senior Programmer, chiefly writing in C++ for an in-house engine and C# over **Unity**. I also worked on the company's massive **Node/AngularJS/AWS** powered cloud services system with over a hundred million clients. I worked on **Fruit Ninja** and prototypes as a game programmer and grew to lead several projects.

## References

### Lewis Carter Next World Creative Director

“ —  
Dale's unique skillset and comprehensive understanding of our industry make him an invaluable asset to any project.

### Hillary Chong Next World Senior Programmer

“ —  
Dale has always been willing to invest time and effort into guiding and supporting his team.

My full resumé with contact details will be made available immediately after contact.

## Contact

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## Skills Spotlight

- System Architecture : 7yrs+
- Javascript + HTML + CSS : 18yrs+
- React : 6yrs+
- NodeJS : 9yrs+
- C# / .NET / Unity : 12yrs+
- Realtime 3D / Game / XR : 12yrs+
- Mobile Development : 9yrs+
- Team Leadership : 6yrs+

## Strengths

### ● Versatility

*My work in games and startups has thrown at me every problem the sun, there's not much I can't solve.*

### ● Mentorship and Collaboration

*I greatly enjoy teaching, sharing my experience, discussing ideas and solving problems with my teams.*

### ● Strategically Thrifty

*I brought both Roubler and Next World's product platforms to market and scaled their software and teams on lean timeframes. I know how to build, launch, who to hire and how to scale responsibly.*



## Dale Williams

Lead Full Stack Developer

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## As a Developer

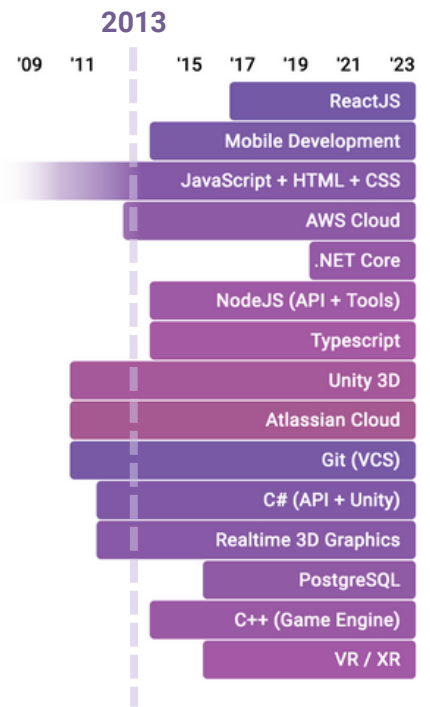
I've been **full stack** for about as long as it's been around. I'm slick with **Typescript, React, JS, HTML** and **CSS** and have written big, business-critical **.NET C#** and **NodeJS** APIs. I'm seasoned and up to date, and I know how to build web software that lasts.

I enjoy data. I've written analytics systems and thrive when working with **databases**, particularly **PostgreSQL**. I love a good query and can get excited by a transform.

I get **real-time 3D**. I've written, extended and maintained game engines in **C++, C#** and others. I've worked in **Unity, Godot**, in-house and my own game engines.

I can scale, provision and maintain business-critical cloud infrastructure on **AWS**. I know how to set up **CI/CD**, **git** version control and remote builds - and can diagnose problems on remote systems.

I know mobile. I've shipped a lot of **apps, games** and content for **mobile hardware**.



*An outline of when each development skill came online.*

## As a Leader

I enjoy creating and fostering functional, cooperative, **happy teams**. I've hired dozens of staff and got them collaborating, contributing and delivering enthusiastically alongside me and I'm told they've enjoyed the process.

I **lead by example**. I believe that demonstration is a strong motivator and enjoy sharing solutions. I make a concerted effort to teach what I know and learn what I don't.

*“Dale's proficiency extends far beyond just his technical knowledge. He embodies the unique blend of a visionary engineer and a practical problem-solver.”*

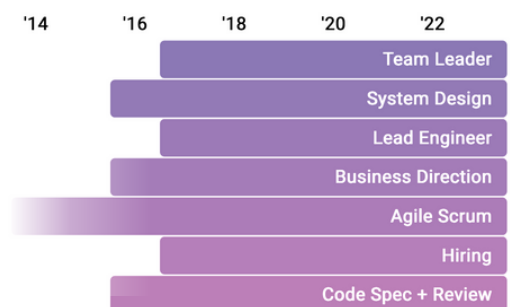
- Carlos Melo  
Next World Senior Designer

I pick the best technologies and practices available to quickly establish **long-term solutions**. I have a proven history of selecting, adopting and implementing the right tool for the job and am not afraid to learn something new.

I encourage **Scrum**. I'm an advocate of Agile Scrum and have implemented it and its tools in multiple businesses. **I improve the predictability and performance of teams** by employing Scrum practices and applying metrics.

I encourage product focus. I can drive software concepts from **prototype to market** in responsible, predictable timeframes and encourage my team members to think of their work in terms of deliverable product iterations.

I **get business applications**. I've designed multiple platforms for workforce and user management, managing training and mining analytics from concept to market.



*An outline of when each leadership skill came into focus.*



Dale Williams

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Work History

Next World Enterprises **VR Safety Training** (2020 - 2023)  
System Architect & Full Stack Developer

I was the architect of the Next World platform. Next World has a truly massive software stack including **.NET**, **PostgreSQL**, **AWS**, **React**, **Unity**, **Java**, **Android**, **VR**, **analytics** and **data processing**. I built the platform, laid down the foundations and hired and trained **fifteen staff** while building new features, overseeing the system design, software strategy and code quality. Together with my teams, we took a massive LMS, sixteen VR experiences, a headset operating system and sophisticated data pipeline to market.

- C#
- .NET
- ReactJS
- Unity3D
- AWS
- Java
- Android
- VR
- System Architecture
- Planning
- Code Policy and Quality
- Team Lead
- Tech Lead

Picklebet **Esports Betting** (2019 - 2020)  
Principal Front End Programmer

I lead front-end development during the company's early growth period with a **ReactJS**-based web application with efficient real time data ingestion powered by **Firebase**.

- ReactJS
- Typescript
- Firebase
- Mobile

Roubler **Workforce Management** (2016 - 2018)  
Lead Full Stack Engineer

As the lead engineer, I was the founding and primary author of Roubler's workforce management software platform during their first two years. Using **PostgreSQL**, **NodeJS** and **AngularJS**, over **AWS**, I created the **API** and **cloud platform, database and front-end** application that brought the Roubler to market, and helped form and lead a team of six.

- AngularJS
- Typescript
- NodeJS
- AWS
- Team Lead
- Tech Lead

Halfbrick **International Game Studio** (2013 - 2016)  
Senior Programmer

I worked as a Senior Programmer, writing in **C++** for an in-house engine and **C#** over **Unity**. I also worked on the company's massive **Node/Javascript/Angular** powered cloud services system with over a hundred million clients. I worked on **Fruit Ninja** as a game programmer, on many prototypes as a programmer, producer and designer, on the **Halfbrick** cloud platform, cloud data management tools, player networking services, public speaker and more.

- C++
- Game Engine
- AWS
- Mobile
- AngularJS
- NodeJS
- Unity3D
- C#

References

**Lewis Carter**  
Next World Creative Director  
*Contact for details*  
  
**Hillary Chong**  
Next World Senior Programmer  
*Contact for details*

**Alan McCabe**  
Roubler CTO  
*Contact for details*  
  
**Carlos Melo**  
Next World Senior Designer  
*Contact for details*

*This is the public version of my resumé - feel free to share it! My full resumé with complete referee contact details and written recommendations will be made available immediately during candidacy, after contact.*

