



James Clover

Full Stack Dev; Technical & Project Lead; Mentor & Trainer

Los Angeles, CA

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OVERVIEW

Looking to work with great people and solve important problems with software and systems. Looking for FTE or consulting roles local to Los Angeles or remote.

SUMMARY

Full-stack principal software engineer, technical lead, engineering manager, and mentor/trainer experienced in all aspects of software development. Able to take on many roles: architect, technical trainer, project manager, mentor, product manager. Effective at communicating across all levels of the organization - executives, customers, management, and development teams.

SKILLS

Principal Full Stack Software Engineer

Full stack developer with over 20 years of experience. Primary expertise is in Java/Kotlin/Spring, but well versed in React/Typescript and various frontend frameworks. Strong experience in automated testing at all levels. Experienced with databases of all kinds: Relational/SQL, Graph, NoSQL/Document. Experienced in building APIs for both microservices and UI integrations. Capable of using tools of all kinds, from shell scripting to AI tools.

- *Founder and Principal Engineer at Twisty Little Studios*

Primary developer and AWS systems engineer for Tale Workshop (<https://taleworkshop.com>) a SaaS tool for building and playing tabletop games. System is built on multiple technologies - a graph database based content editing system, 2D animated "game boards", token movement with cross-browser synchronization.

- *Principal Media Software Engineer at The Walt Disney Studios*

Part of the team that revolutionized how the movie production pipeline worked to a fully networked, completely digital pipeline. I was the lead developer of Transfer Manager, which managed the flow of digital movies between Disney and dozens of post production partners. The system was built in Java with a web UI, integrating tools such as Signiant and Aspera, and integrating with unix file APIs due to the size of the assets

Technical/Project Lead and Engineering Manager

Lead engineer with over a dozen years of experience leading technical teams. I've led teams both technically and as a manager of engineering team members. Experienced in managing both in-the-office teams as well as remote teams, outsourced teams, and offshored teams. Developed and managed processes to improve code quality and ability of teams to meet schedule and budgets.

- *Senior Engineering Manager, Marketing & Executive Dashboards at The Walt Disney Studios*

Led the development team for a product suite consisting of four applications and two microservices. Led the technical side by owning the architecture, all significant technical designs, and code quality processes for the team. Managed the team by hiring, employee reviews, and mentoring, regardless of position or location. Managed a team of approximately 30 employees and contractors, across multiple locations and timezones: local, remote, and offshore team members.

- *Software Engineer at Northrop Grumman Corporation*

Led the development of a web-based search engine for repair manuals for the B2 Bomber. This system used Smalltalk, a revolutionary language and environment for a defense contractor. None of our developers were

proficient in this, so I built a domain specific language to help ease the transition to this new method. I led the team in its use, enabling employees to deliver solid results who otherwise could only contribute poorly.

Cross-Organization and Cross-Team Communicator

Skilled communicator, in both verbal and written communication. I am experienced with reaching across teams both internal to a company and externally to partners and customers. I am experienced at writing both business and technical documentation, from product decks to technical API documentation.

- *Engineering Lead at Warner Bros*

Engineering lead, responsible for leading the software engineering team in building the application. I worked closely with the business and product teams to translate business requirements into technical specs. I helped to guide the platform and data teams to ensure proper title, rights, and other data flow to the application.

- *Principal Technical Specialist at The Walt Disney Company*

Lead developer on the Disney Enterprise Portal, Disney's first system targeting the entire company. Our customers were the various business units, such as Walt Disney World and Disney Consumer Products. I built an application framework that enabled customers to host their own web applications while gaining the benefits of the Portal's reach. I was the key technical representative to the other business units on Portal usage in general and in building their applications.

- *Principal Software Engineer, KeyChest at The Walt Disney Studios*

Technical and project lead for KeyChest, the entitlement management system for Disney Movies Anywhere. I was responsible for the overall technical direction and implementation of the project and was also responsible for working with the partners to get them integrated with the system. I developed the API and traveled to the iTunes, Amazon Video, Google Play, Microsoft, and Vudu teams to guide them on their code to integrate with our system.

Technical Trainer and Mentor

Technical trainer, experienced in both giving actual training classes as well as guiding and training engineers during normal work experience. One of two people who started the first mentoring program at Disney Studios' Studio Technology team.

- *Technical Lead and Trainer at The Walt Disney Company*

Technical lead and trainer for the PayCORE system, part of a benefits provider outsourcing program. I was brought on this project due to my experience as a technical trainer for Java, as this project was the department's first Java project. I held direct Java classes, training the other team members. In addition, I acted as the technical lead, continuing their education via the practical aspects.

- *Independent Instructor at Cal Poly Pomona*

I taught short classes on the Java programming language, from introductory to intermediate topics. Primarily, these were contracting for the Extended University of Cal Poly Pomona. Most commonly, my students were software developers to whom Java was a new language. The classes were either held at the University or on site for corporate clients.

EDUCATION

California State Polytechnic University, Pomona
Bachelors of Science in Computer Science

References available upon request. A fully detailed, chronological resume is available at <https://jamesclover.com/full>.

Technologies: ActiveMQ, Ada, AI-assisted software dev, AI/ML, Android, Angular, Aspera (over-the-internet transfers), Authorware, AWS, Batch file processing, Bootstrap, C, CGI, Confluence, CSS, Cucumber, Flash, Gradle, Grails, Groovy, Hibernate, HTML, iOS, Java, Javascript, JBoss, Jira, JSP (Java Server Pages), Kotlin,

Large scale storage, Linux, Map projections, MaterialUI, Maven, Memcache, Mongo, MySQL, Neo4j, OAuth, Object database, Oracle, Perl, PixiJS, PostgreSQL, React, Redux, REST, Shell scripting, Signiant (high speed transfers), Smalltalk, Spring, SQL, SSL, Swing UI framework, Tailwind, Tomcat, Typescript, Unix, Vignette (now OpenText), Web Services for Remote Portlets