Matthew Sparks

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Software engineer with 7+ years of experience building developer tools, distributed cloud infrastructure, and production systems for AAA games and Windows platforms. Skilled in AWS architecture, secure backend services, CI/CD, platform integrations, and AI-assisted development with Claude, Kiro, and Copilot.

SKILLS & TECHNOLOGIES

- AWS, IaC, CI/CD, Docker, Jenkins
- C#, C++, Python, Go, TypeScript, PowerShell
- .NET, WPF, WinUI, PyQt, MVVM, REST APIs
- Cloud architecture, telemetry, live ops
- Claude, Kiro, GitHub Copilot
- WAF, VPC endpoints, ECS Fargate, OpenSearch
- Git, Perforce, MySQL, NoSQL, Sentry SDK
- DevOps & ATTA Certified (ISTQB)

WORK EXPERIENCE

Microsoft (Xbox Experiences) **Remote**
Systems Design Engineer II, Contract **Jan 2026 - July 2026**

- Integrated native Windows SDK and legacy C++ platform components into modern C# WinUI applications.
- Delivered features within large shared Windows codebases in collaboration with multiple platform teams.
- Debugged low-level OS and interop issues to integrate legacy components within WinUI3.
- Used GitHub Copilot and Claude integrations in VS Code and Visual Studio for AI-assisted development.

Amazon Games **Irvine, CA**
Systems Development Engineer II **July 2024 - Jan 2026**

- Owned end-to-end AWS infrastructure for a production chat filtering system, from architecture and implementation through a successful application security review.
- Implemented a cost-efficient hub-and-spoke regional design using ECS Fargate, VPC endpoints, WAF, load balancers, Aurora, and OpenSearch.
- Architected and deployed Infrastructure as Code (IaC) supporting four AAA live-service titles with high availability across distributed systems.
- Built a server management web tool that improved deployment efficiency by 25% during a major title launch.
- Held on-call for live AWS game services, resolving production issues against uptime and perf SLAs.
- Reduced monthly cloud spending by 18% and deployment downtime by 15% through resource optimization.
- Improved CI/CD pipeline efficiency by 40% through Jenkins automation updates for global engineering teams.
- Used Claude & Kiro for AI-assisted development; supported critical AWS live services through prod on-call.

Sledgehammer Games **Foster City, CA**
Tools Engineer **March 2021 - April 2024**

- Designed scalable event-driven workflows for crash processing and telemetry analysis, supporting 500+ DAU.
- Designed productivity tools, event-driven telemetry, and crash analytics on AWS, reducing downtime 40%.
- Integrated Sentry SDK using reusable abstraction layers for crash ingestion and reporting.
- Led telemetry infrastructure and support for 300+ developers.
- Built JavaScript, SQL, and AWS analytics tooling that reduced downtime by 40%.
- Provided on-call support for seven live-operation seasons, resolving issues and releasing production hotfixes.

Blizzard Entertainment **Irvine, CA**
Compatibility Analyst **August 2019 - March 2021**

- Led performance metrics tooling for three mobile titles in collaboration with the Android Google team.
- Reduced mobile testing time by 70% using automated build deployments and Python performance scripts.
- Built a Jira API workflow tool in WPF/C# that improved productivity by 15% for 50+ users; administered a device farm supporting thousands of users.

EDUCATION

University of California, Irvine **Irvine, CA**
B.S. Computer Science & Software Engineering **March 2019**