Contact

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Technical Skills

Software Development
API Design & Integration
LAMP Development (PHP/Python)
Cloud Architecture Development
DevOps & CI/CD

Focus

E-commerce

Tim Cotten

Chief Technology Officer at Agilla Pro
Washington, D.C. Metro Area

Summary

Technology leader accomplished in enterprise software, e-commerce, and blockchain development. Full stack developer with extensive background in systems engineering. Takes a hands-on role in rapid architecture, prototyping, and delivery of critical systems.

Numerous high-impact projects in LAMP, Rails, .NET, and mobile development for mid-sized businesses. Extensive experience with database administration, development and design with a heavy emphasis on cloud architecture and deployment.

E-commerce expertise, IaaS/cloud with AWS, online security (PCI/DSS), system administration, DevOps, and search engine discovery and acquisition (SEO, SEM, affiliate marketing).

Experience

Agilla Pro
Chief Technology Officer
April 2012 - Present
Agilla Pro provides professional management and software development services for multiple e-commerce companies and digital service providers
• Engineered a custom e-commerce platform to achieve what off-the-shelf solutions the others couldn't offer: including a smart and blazing fast DB caching system, incredibly configurable routing and SEO logic, automated tests, and support for dozens of affiliate methodologies and rewards/incentives programs as well as a suite of product development tools for our marketing team tailored to our business
• Developed a co-branded mobile app that tripled sales in the target side-channel
• Created our own proprietary APIs (REST and SOAP) to maximize affiliate opportunities and data-sharing with Salesforce integration points

• Improved company up-time from 97% to 99.99% by implementing a highly scalable and highly redundant systems architecture using Amazon Web Services for redundant, load-balancing infrastructure
• Integrated Bitcoin, PayPal, and Google Instant Buy for improved conversions and marketability
• Guided Agilla Pro through data recovery and worst-case failure recovery (disaster mitigation) during initial on-ramping when payment processing system was corrupted
• Engineered user experience technology that instantly adapts websites and mobile applications to meet marketing source requirements across hundreds of affiliate campaigns
• Pioneered advanced address verification techniques and location mapping in our online and mobile apps that dropped delivery failures by 45%
• Leveraged quantitative analysis techniques with customized metrics systems to achieve a 260% increase in online conversion rates for our customers while lowering CPC costs and greatly improving SEO rankings
• Created comprehensive PCI/DSS compliant security strategies and delivered a fully encrypted secure billing, storage, and retrieval solution

KaBOOM!
Director of Online Development
May 2011 - May 2012 (1 year 1 month)

• Directed! an energetic and highly agile team of Rails, PHP, and mobile developers
• Coded! in such languages as Ruby and Objective-C
• Delivered! on time, on budget, and on target
• Built! great relationships, great software, and great playgrounds
• Developed the "Playgrounds!" iPhone app, sponsored by Parents magazine: find playgrounds, rate them, and make play dates!
• Developed the "Our Dream Playground" website using gamification techniques to energize a nationwide community in crowd-sourced fundraising
• Implemented numerous initiatives to map the "Play Desert" utilizing GIS tools and systems

IdeaFabrik / Second Star Interactive
Senior Technical Designer
January 2011 - May 2011 (5 months)
Centreville, VA

• Developed social games using the Idea System platform

• Created a fully functional demo of a 3D Farmville-esque game for Game Developers Conference
• Innovated key game development concepts for a cloud-based system that now boasts 10,000+ active developers

New Zhili / EduTech
Design Director
April 2010 - January 2011 (10 months)
Reston, VA

• Lead design and engineering of a complex, massively-multiplayer online game, including time-on-site management in Beijing
• Identified and mitigated impact of under-delivering or fraudulent contractors, reducing overhead of the company by more than 20%
• Reduced development timeline by implementing COTS middleware solution to replace poorly performing codebase
• New Zhili was fully funded following demonstrations of our successful game projects, and is now in Pre-IPO

Electronic Arts
Lead Game Developer
September 2005 - February 2010 (4 years 6 months)
Redwood City, CA

• Managed Ultima Online's Live team, producing regular content and system updates
• Developed in C++, Java, and proprietary scripting languages across multiple game properties; added hundreds of thousands of lines of new code
• Delivered massive performance improvements with MySQL and Oracle databases: two hour backups requiring a daily shutdown became half-hour asynchronous background jobs
• Created custom game add-ins and modules for Drupal driven websites in PHP to interface with our games such as a web-based character profile viewer/editor
• Innovated new AI systems such as speech libraries, daily schedules, and graph-node movement systems to extend A*

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