

## PAUL STAGNER

SENIOR SOFTWARE ENGINEER

## CONTACT

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## PROFESSIONAL SUMMARY

Diligent and dedicated Senior Software Engineer with 14 years of experience delivering innovation through scalable and reliable software systems. Specialize in building robust data pipelines, improving infrastructure stability, and optimizing complex applications. Proven track record of leadership in solving challenging technical problems, driving continuous improvement through iteration and automation, resulting in enhanced system performance and consistent alignment with business goals.

## SKILLS

DevOps Best Practices, GitOps, Software Development Lifecycle, Containerization, Microservices Architecture, API Development, Algorithm Development, Algorithm Implementation, Algorithm Optimization, Git Proficiency, Project Planning, Project Management, Task Delegation, Project Spearheading, Business Communication, Documentation, Business Design Documents, Technical Design Documents, Sales Pipeline Optimization, Statement of Work Alignment, Business Development, OKRs, KPIs, OKA, SMART Goals

## OPERATING SYSTEMS, APPLICATIONS, CONCEPTS AND FRAMEWORKS

Linux, Windows, Distributed Systems, PostgreSQL, MySQL, Redis, Kafka, Titan, Milvus, Qdrant, OpenSearch, Data Structures and Algorithms, Flask, Django, Svelte Kit, React, Vite, NodeJS, three.js, Internet Protocol Suite, HL7 protocol, Mirth, AWS, GCP, Firebase, Godot Engine, Celery, CNN, LLMs, Demucs, RAG, LangChain, Web3, pandas, ffmpeg, fastapi, gRPC, GraphQL, HTTP/2, RESTful API, CRUD, XML, CloudFront API distributions, EMR, S3, ECS Fargate, ECS, EC2, Networks, Cisco, Brocade, Juniper, F5, Fortinet OS, Jira, ClickUp, Notion, Zesty.co, Anodot, Duo, GitLab CI, GitLab, GitHub Actions, Stripe Integration, Kustomize, Helm, Kubernetes, Prometheus, OpenTelemetry, Fluentd, Elasticsearch, VScode, VIM, Cursor, GitHub Copilot, I/O, memory management, Imagebox, Zookeeper, Apache NiFi, Tableau

## PROGRAMMING LANGUAGES

Python, Go, Bash, JavaScript, HTML, CSS, C++, SQL, Terraform, TypeScript

## LITERATURE

Clean Code, Design patterns, The Pragmatic Programmer, AWS Devops Certified Engineer, Terraform Up & Running, Senior Software Engineer, Kubernetes Up & Running, Python for Devops, C++ Programming, Uber's Microservice Architecture, Distributed Systems Manifesto (1998) Expert Python Programming, Effective Modern C++,

## EXPERIENCE

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### SENIOR SOFTWARE ENGINEER

July 2021 - Present | Cloud Life Consulting

Working with Super HiFi, where we engineered and deployed a proprietary machine learning system that is now used by leading radio stations and companies worldwide to deliver high-quality audio. This system utilizes AI and ML to automatically edit audio, significantly enhancing efficiency. My contributions, alongside others, led to industry recognition, awards, and a disruptive shift in sound engineering and radio editing. This innovation allowed organizations to transition employees from routine tasks to more impactful, thought-provoking roles.

In addition to my work with Super HiFi, I supported a range of companies including Playboy, Braintrust, Or Trax, PayRecs, Brave (browser), MeUndies, and Cloud Life's internal projects, leveraging various technologies to deliver impactful solutions.

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### SRE - SOFTWARE ENGINEER

February 2019 - June 2021 | ZeniMax Media

Primarily worked with Go and Python, supporting platform and tool management for the SRE teams at Bethesda.net. Managed AWS and Azure integrations, facilitating API communications to assist product teams with software deployment and maintenance. Additionally, supported logging services, conducted code reviews, and contributed to project management using Jira and Scrum methodologies. My contributions have earned me credits in 32 games throughout my career.

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### SYSTEMS ENGINEER

June 2018 - February 2019 | ZeniMax Media

Continued work on Splunk deployments and expanded support for Fallout 76 and other releases. Docker, Salt Stack, Terraform, and Kubernetes, ECS, AWS Lambda was part of my toolset. Led game development teams worldwide in data ingestion, structuring, pipelines, and organization, solving complex issues.

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### DATA ENGINEER

June 2017 - June 2018 | ZeniMax Media

Developed robust, high-availability solutions for the BI department at ZeniMax Media. Focused on operational data with Splunk, utilizing AWS, SQL, Python, Java, and NiFi.

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### SYSTEMS ENGINEER

August 2015 - June 2017 | ZeniMax Media

I engineered and operated the digital platform supporting our studio's games, including Elder Scrolls Online. Leveraging Chef for configuration management and tools like ESXi and VCenter, I handled system deployments, resource audits, and infrastructure design for games and web applications. I focused on building robust, secure, and redundant platforms. Additionally, I play-tested upcoming game releases, deployed builds across large infrastructures, and collaborated on major maintenance events and business-driven projects, while managing daily operations and infrastructure alerts.

\*Further experience can be referenced on my [LinkedIn Profile](#).

\*\*Video Game Credit list on my [MobyGames Profile](#)

\*\*References Upon Request