

Rick Kelly



Lead Software Engineer | Platform Architect

Systems thinker. Hands-on builder. People person.

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Ocean Pines, Maryland | Remote U.S.

I adapt quickly to new domains, skills, and tools, with a delivery record spanning combat ships, online games, data platforms, and payments. I embrace AI across the full development lifecycle and channel my curiosity into rapid experiments and platform launches (wishlifting.com, arkyve.io, underbytestudios.com).

EXPERIENCE

• HubSpot

2021 - 2026

Lead Software Engineer / Senior 2 • Commerce & Payments | Remote

- Promoted to **Team Lead in 2024** and moved across teams to build and ship complex initiatives spanning merchant experience, buyer experience, payments, and accounting integrations.
- Helped deliver commerce systems serving **12,000 portals and processing \$380 million**, including Stripe integrations and new payments capabilities.
- Clarified scope, plans, and ownership across **7 teams and 40+ engineers** on a major initiative, empowering technical leaders to guide their teams.
- Bridged cross-team training between Europe and the U.S., enabling our U.S. team to take on more work and expanding delivery capacity.
- Improved QuickBooks and Xero integrations, sync reliability, and observability; helped expand commerce capabilities for international markets, currencies, and tax requirements.
- Established shared AI skill repositories and team practices, using AI across the lifecycle for triage, development, project updates, and testing.

• LookingGlass Cyber Solutions

2016 - 2021

Principal Software Engineer | Remote

- **Architected and built nearly every part of the company's foundational data lake and cloud ecosystem**, including the pipelines and workflows used by data scientists and analysts.
- Stored and processed a massive daily feed covering essentially every website on the internet **before the next day's delivery**; architected Kafka and Kubernetes systems processing **10M+ daily requests**.
- Established AWS infrastructure, Terraform provisioning, Kubernetes orchestration, and Snowflake-based data workflows; brought DataOps practices into daily engineering work.
- Built centralized **logs, metrics, and on-call alerting**, making observability and mean time to recovery a personal priority.
- Architected and deployed AI/ML models for both cloud and isolated on-premises environments, integrating TensorFlow and SageMaker into production pipelines.

• ZeniMax Online Studios

2012 - 2014

Senior Software Engineer | Hunt Valley, Maryland

- Reverse-engineered undocumented Microsoft protocols and cryptography to deliver an **industry-first Xbox Live integration for Linux/Python**. Other studios contacted us to learn how.
- Built load-testing tools and testing practices supporting **300,000+ concurrent players**, with **zero login outages at launch and through beta events**.
- Provided the core architecture for the company's **CI/CD platform**, supporting varied services, workflows, and deployment needs.
- Developed authentication and session services in Python with Tornado and RabbitMQ; optimized service infrastructure using HAProxy, Nginx, MySQL Cluster, Memcached, and Redis.

• Lockheed Martin

2006 - 2012

Software Engineer to Platform Architect | Orlando, Florida & Baltimore, Maryland

- Grew from junior engineer to **platform architect for the Littoral Combat Ship**, connecting distributed software, embedded systems, hardware, and the people operating the vessel.
- **Architected a flexible shared platform** that extended from ship systems to medical devices and missile-control systems across very different hardware and domains.
- Created **generative UI tooling** in C# that turned Visio mockups into interfaces visualizing and animating ship systems, helping win a major contract.
- Introduced automated testing and continuous integration with NUnit, CppUnit, JUnit, and Sikuli; implemented communications using UDP, TCP, DDS, Modbus, and OPC.

INDEPENDENT STUDIO

• Under Byte Studios LLC

2014 - Present

Founder & Game Developer | Independent

- Built and launched **Heroes Guard** on Android and iOS, reaching **#34 Top Paid on Google Play** and **Top 100 Paid Strategy on iOS**. Owned game design, engineering, art, publishing, and app-store releases.
- Now building Heroes Guard: Starforge, using Lua and Solar2D to create a tactical space-combat game.
- Built custom [Solar2D MCP servers](#) and tooling for an AI-driven lifecycle, integrating Trello backlog automation, runtime hooks, and a [game harness](#) for automated testing.

TECHNICAL SKILLS

Proven ability to learn beyond this list. Across technologies and fields, I get up to speed quickly, apply new skills and tools, and turn unfamiliar work into delivered results.

Languages	Python, Java, C++, C#, Ruby, Lua, SQL
Cloud and infrastructure	AWS, Terraform, Kubernetes
Data and messaging	Snowflake, Kafka, Elasticsearch, RabbitMQ, Redis, MySQL
AI enablement	Agentic SDLC, MCP, reusable skills, workflow orchestration, AI-assisted testing
Architecture	Distributed systems, authentication, payments, embedded control
Delivery and operations	CI/CD, test automation, observability, DataOps, on-call practices

EDUCATION

B.S. Computer Science | West Virginia University Institute of Technology