MICHAEL MOLINO

DEVELOPMENT MANAGER

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CAREER PROFILE

I am an experienced development manager working in the online gaming and gambling industry. I have a proven track record of delivering scalable software solutions in a highly regulated market. I encourage developers to write better code and promote a disciplined approach to engineering focusing on clean software that is well documented and well tested. I believe in predictability over speed; automating everything; and breaking projects down in to testable, demonstrable, and achievable units.

I am looking for a role where I can

- Serve as hiring manager and build up teams, either co-located or abroad
- Ensure the development process encourages review, testing, and accountability without obstructing developers
- Define and breakdown project work while working closely with product and architecture
- Drive security improvements and work to reduce technical debt
- Ensure the tools and infrastructure are in place so developers can be productive and not struggle with difficult to manage build processes and unpredictable environments
- Reduce the need for bespoke code and encourage adoption of industry standard solutions to common problems with the use of appropriate tools and design patterns
- Challenge existing practices and code paradigms
- Improve operational support by driving improvements in logging, monitoring, and incident management

As a development manager I feel my experience translates well to any development environment, but in particular I'm most comfortable in a Linux environment with a technology stack that includes Java/Spring/Tomcat, PostgreSQL, Python, Apache Kafka, and Nginx as well as development tools such as Maven, Git, Jenkins, and Docker.

EXPERIENCES

Development Manager

January 2018 - Present

SG Digital (formerly NYX Gaming Group, OpenBet Ltd.)

In my current role I oversee development teams in London, Athens, and Bangalore. I have line management and mentoring responsibilities for four to six Technical Leads and Senior Developers who in turn manage four to six reports each. In addition to project work, I'm

responsible for incident management and meeting SLAs. I work closely with our Product, QA, Dev Ops, and Architecture teams and ensure that work is properly defined, there is an agreed technical solution, and we have a plan to test and deliver software with minimal risk. Our platform handles 30,000 bets per minute peak and serves large customers such as Sky Vegas and Lotto Quebec.

Technical Lead

January 2014 - January 2018
SG Digital (formerly NYX Gaming Group, OpenBet Ltd.)
Responsibilities including managing a team of four to six developers, performing code reviews, maintaining documentation, signing-off on design choices, and providing development estimates.

Senior Software Engineer

December 2012 - January 2014
OpenBet Ltd.
Responsibilities including developing new functionality, writing unit and integration tests, maintaining documentation, and mentoring junior team members.

Sabbatical

August 2010 - December 2012
I lived in Verona, Italy for 2 years and travelled extensively in Europe. I worked on some freelance projects, as an elementary school teacher, and as an assistant videographer and photographer on and off.

Lead Software Engineer

2005 - August 2010
Sakar International, Inc.
Lead Software Engineer of an ERP platform that supported inventory, logistics, purchases and sales operations across multiple locations.

Software Engineer

February 2003 - 2005
Sakar International, Inc.
Software Engineer working closely alongside contracted engineers from Samsung to integrate a new ERP platform into the business. In addition to development work to customise the product I took part in white boarding business flows with key business stake-holders.

Software Engineer

1998 - 2002
American Microsemiconductor, Inc.

Entry level part-time position (while attending University) where I worked on an inventory and sales management platform written on a LAMP stack.

PROJECTS

Continuous Deployment

Incorporate several small services as a proof of concept into an automated Continuous Deployment pipeline. In addition to development tasks this involved defining and obtaining sign off with new compliance, risk management, and security procedures.

Network Jackpots

A greenfield project to develop a Jackpot Service that could manage the logic and complexity of running a shared jackpot pool across multiple games and multiple operators with minimal integration effort from third parties. A number of technical challenges had to be overcome in particular database contention because of the highly concurrent nature of the processing that had to be done.

Multitenancy

As part of a push to offer our software as a service and attract smaller customers, we wanted to add multitenancy support to our applications so that we could serve multiple customers from the same environment.

EDUCATION

BSc in Computer Science
Rutgers University

BA in Mathematics
Rutgers University

BA in Philosophy
Rutgers University

CITIZENSHIP

USA

Italy (EU)

LANGUAGES

English (American)
Native

Italian
Limited working proficiency