

James O'Halloran

Software Engineer

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SUMMARY

Software Engineer with over 15 years of experience developing full-stack web-applications, games, and developer tooling. Proven track record of building scalable codebases, mentoring teams, and delivering products used by millions of users.

PROFESSIONAL EXPERIENCE

Brilliant.org

Senior Software Engineer (Interactives team)

Sept 2025 – Present

- Create engaging, interactive learning experiences that make complex STEM concepts intuitive and accessible
- Design robust, flexible, and AI-interoperable interactives that work seamlessly across diverse lesson formats

Mighty Pebble Games Inc

Founder, Developer

July 2015 – Present

- Developed the game “Miner Meltdown” for Steam. Built the game solo, and also handled all business operations.
- Grew the game’s player-base to over 25,000 players on a limited budget, and successfully sold the IP in 2020.
- Developed & Launched kindahardgolf.com. Over 4 million players to date, with a consistent 10k DAU.

Iron Fox Games

Staff Software Engineer, Team Lead (web team)

Mar 2024 – Sept 2025

- Developed multiple web-based games for Poki.com using TypeScript, NodeJS, PixiJS, Three.js, and React, engaging millions of players globally.
- Spearheaded the rebuild of the web team’s tech stack, improving scalability and reducing load times by 10x.

Forestry.io

Senior Software Engineer, Team Lead (Enterprise Team)

Oct 2017 – Dec 2023

- Led a core remote team of 5, designing & building a SaaS Content API using React/Typescript, GraphQL, Node.js, AWS, and DynamoDB.
- Designed & Developed enterprise features such as SSO, Audit Logging, RBAC for our enterprise customers.

PREVIOUS EXPERIENCE

Adeptio / Spokefire.com - Software Developer **May 2012 – June 2015**
Developed a cloud-based marketing automation application platform with ASP.NET

Telos Entertainment - Software Developer (Co-op) **Jan 2012 – Apr 2012**
Developed the educational game, “My Ocean”, for National Geographic using Unity3D

SwiftRadius - Software Developer (Co-op) **May 2011 – Sept 2011**
Developed iOS and Blackberry app prototypes for the provincial government.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Elm, C#, Java

Web Development: React, CSS, GraphQL, Node.js, Koa/Express, NextJS, Ruby on Rails, ThreeJS, AWS

Databases: Postgres, SQL, MySQL, DynamoDB

EDUCATION & AWARDS

Bachelors of Science in Computer Science w/ Co-op **2013**
University of Prince Edward Island

PEI under 40 “Entrepreneur of the Year” nominee **2017**
PEI Faces of Fusion Awards 2017

“Spark Tank” pitch competition winner **2025**
PEI IT Alliance, Tech week 2025