

Rory McLaughlin

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PROFESSIONAL SUMMARY

Senior Software Engineer with 7+ years of experience building full-stack systems across startup and production environments. Expertise spans backend services, real-time platforms, and user-facing features using Node.js, Next.js, and PostgreSQL. Effective collaborator with product and leadership teams, with a track record of translating high-level requirements into working, scalable solutions across gaming, healthcare, and interactive web platforms.

EDUCATION

Austin Community College <i>Associates of Science, Computer Science and Electrical Engineering.</i>	Austin, TX <i>In Progress</i>
DevMountain <i>Full Stack MEAN Web Development.</i>	Dallas, TX <i>Jan 2016</i>
Texas A&M University <i>BBA, Management.</i>	College Station, TX <i>May 2013</i>

EXPERIENCE

Freelance Full-Stack Developer <i>Self-Employed</i>	Jun 2024 – Present <i>Remote</i>
- Build full-stack features for a healthcare web application currently in pilot with 2 clinical practices, using Next.js, PostgreSQL, and AWS Cognito - Collaborate with CTO on feature planning, implementation, and QA - Adopted daily AI-assisted development workflows (Claude Code, Copilot) in Feb 2026 as part of a CTO-led initiative, applying them across spec writing, architecture, and production work while maintaining quality and managing risk	
Software Development Manager <i>Double A Labs</i>	Aug 2022 – Jun 2023 <i>Remote</i>
- Led a team of 3 engineers as senior architect of a platform for creating virtual collaboration spaces in the browser, targeting 100+ simultaneous high-quality video and audio streams - Partnered with VP of Product, Project Manager, and senior engineers to develop and refine product roadmap, provide technical review of requests, and break down engineering efforts into tasks - Supported engineering team to ensure smooth delivery of sprint commitments and ongoing improvements to platform quality, reliability, and robustness - Led data engineering efforts covering collection, aggregation, visualization, reporting, and analysis; developed a large series of SQL queries to generate analytics reports while the platform dashboard was in development - Communicated engineering team status, morale, and ongoing technical efforts to executive leadership	
Software Engineer 2 <i>Double A Labs</i>	Jun 2021 – Aug 2022 <i>Remote</i>
- Joined a small team to design, architect, and develop a browser-based real-time platform supporting 100+ simultaneous high-quality video and audio streams - Researched and developed proof of concepts for audio and video streaming integration within a 3D world rendered using BabylonJS - Contributed extensively to base features covering World, Room, User, and Embedded Content management, from requirements gathering through architecture to implementation - Served as primary architect and developer of the platform's administrative dashboard, which grew from an internal developer debugging tool - Directed and mentored 2 engineers throughout initial development of the client web application, delivering the MVP within 6 months; the platform supported sessions of 5 to 50+ concurrent attendees multiple times per week and grew to serve 5 to 10+ clients within the following year - Developed an aggregated data structure optimized for delivering analytical data to the web client efficiently, and used D3.js to display that data in charts embedded within 3D spaces - Authored technical onboarding documentation and architectural concept overview videos for new engineering hires	
Software Engineer 2 <i>Kabam</i>	Feb 2021 – May 2022 <i>Austin, TX</i>
- Led development and implementation of Apple In-App payments through Apple's StoreKit and UE4's online payment subsystem - Led documentation initiative including defining scope of work, creating JIRA epics and tasks, and producing UML flowcharts and Entity Relationship Diagrams in LucidCharts	
Software Engineer 1, Project 2	Dec 2019 – Feb 2021

Kabam

Austin, TX

- Built functionality supporting core gameplay mechanics, user experience, and auxiliary functions including business intelligence and administrative tools on a greenfield technology stack and new IP
- Made contributions in C# and .NET Core, Unreal Engine 4, and C++, utilizing Flatbuffers, WebSockets, and PostgreSQL
- Led development and implementation of game data collection, aggregation, and visualization for the business intelligence team

Software Engineer 1, Project 1

Mar 2019 – Dec 2019

Kabam

Austin, TX

- Developed core functionality for player quests and internal tools supporting quest design, live operation updates, and player support, primarily in Node.js and MongoDB
- Spearheaded internal initiative to gather user feedback from player support on internal tools to identify fixes and quality-of-life improvements

Contract Node.js Developer

Apr 2018 – Jul 2018

orangepeople

Remote

- Led development of a Node.js chatbot application integrating Microsoft Bot Framework, DialogFlow, and Azure Active Directory
- Built infrastructure and CI/CD process using Docker, Kubernetes, and CircleCI

Full Stack Developer

May 2017 – Mar 2018

NectarOM

Remote

- Owned a client push notification campaign that resulted in a monthly revenue increase of \$20K+
- Spearheaded transition of APIs from ExpressJS to api.js and added API testing to the CI/CD process
- Developed client-side application using React, Redux, Jest, and Flow
- Aided in recruiting, onboarding, and mentoring of new developers

Mentor and Developer

Mar 2017 – May 2017

DevMountain

Dallas, TX

- Developed lessons and instructed students on daily curriculum topics
- Provided guidance on scoping, architecting, and debugging student projects

SKILLS

Languages and Frameworks: Node.js, TypeScript, JavaScript, Next.js, React, .NET (C#), C++, Python, D3.js, BabylonJS

Databases and Cloud: PostgreSQL, MongoDB, Redis, AWS, Grafana, Prometheus

Tools and Platforms: Unreal Engine 4, Unity, Docker, Kubernetes, Claude Code, GitHub Copilot