

James O'Halloran

Software Engineer

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SUMMARY

Senior Software Engineer and systems architect with over 15 years of experience spanning venture-backed product companies, high-performance web applications, and enterprise SaaS. Proven track record of designing, building, and scaling custom web platforms entirely solo, leading to two successful acquisitions. Experienced in leveraging AI agent workflows to optimize development velocity.

PROFESSIONAL EXPERIENCE

Brilliant.org

Senior Software Engineer (Interactives team)

Sept 2025 – July 2026

- Interactive Learning Design: Collaborated with content teams to architect authorable Elm applications for gamified STEM lessons.
- AI Integration: Researched and integrated agentic AI workflows and LLM tools into internal pipelines to accelerate feature development.

Mighty Pebble Games Inc

Founder, Developer

July 2015 – Present

- Developed, launched, and scaled web game "Kinda Hard Golf" to over 5M total players and consistent 10K+ DAU; leading to a successful acquisition.
- Developed and launched "Squishy Billiards" for web in 2 weeks, scaling to over 1K+ DAU within the first week of launch.

Iron Fox Games

Staff Software Engineer, Team Lead (web team)

Mar 2024 – Sept 2025

- Interactive Web Applications: Lead developer for multiple highly optimized 2D/3D web games built on TypeScript, Node.js, PixiJS, and React, serving millions of global users via Poki.com.
- 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

- Cloud & API Design: Led a remote engineering team of 5 to design and build a highly available headless CMS Content API utilizing TypeScript, React, GraphQL, and AWS serverless infrastructure (Lambda, SQS, 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: TypeScript, JavaScript, Elm, C#, SQL

Frameworks & UI: Next.js, React, Vite, CSS, HTML5

Backend & Cloud: Cloudflare Workers/Pages, Node.js, AWS (Lambda, DynamoDB), GraphQL, REST APIs, Postgres, MySQL

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