

STEPHEN DAVIS

Senior Backend Engineer & Developer Educator

Remote, United States

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PROFESSIONAL SUMMARY

Senior Backend Engineer with 11+ years of experience building distributed systems, APIs, developer tooling, and cloud-native platforms.

Designed and delivered software at Workday, OpenGov, and Koddi, and most recently built SimpleForge, a self-hosted backend platform written in Go and PostgreSQL. Known for developer experience, engineering education, technical mentorship, and translating complex systems into practical solutions.

TECHNICAL EXPERTISE

Go • PostgreSQL • SQL • Python • Ruby

Distributed Systems • API Design • Event-Driven Systems • Multi-Tenant Architecture • Data Modeling • Microservices

Docker • AWS • Azure • CI/CD • Observability

Technical Mentorship • Engineering Education • Developer Experience • Technical Writing

PROFESSIONAL EXPERIENCE

Principal Engineer—SimpleForge | Jan 2026 – Present

Took a planned sabbatical to design and build SimpleForge, a self-hosted backend platform for games and online applications.

- Architected a schema-per-tenant platform providing strong isolation between applications while preserving a unified operational model
- Designed and implemented REST APIs, CLI tooling, API key management, database migrations, and deployment workflows
- Built player management, statistics, attributes, event ingestion, and formula-driven leaderboard systems
- Developed PostgreSQL query architecture optimized for event-driven workloads
- Delivered the platform from concept through production-ready MVP as a solo engineer

Software Engineer—Koddi | Jul 2022 – Nov 2025

Developed backend services and platform infrastructure supporting a large-scale advertising technology platform responsible for managing bids, product catalogs, and advertising campaigns.

- Designed and implemented event-driven feed ingestion systems integrating large retailer catalogs into the advertising platform
- Designed and delivered microservices supporting asset management, financial ledger workflows, and third-party integrations including Google Ad Manager
- Diagnosed and resolved production incidents across distributed systems and service boundaries
- Developed tooling and workflows that improved local developer environment setup and onboarding
- Led a year-long bi-weekly engineering education program covering software architecture, development practices, and developer tooling for engineers ranging from junior to senior levels
- Mentored junior and mid-level engineers through formal and informal 1:1 coaching and technical guidance
- Coordinated projects across multiple engineering teams and stakeholders

Senior Software Engineer—OpenGov | Oct 2018 – Apr 2022

- Delivered core platform functionality as part of the Budget & Planning engineering team
- Participated in modernization efforts for a large Ruby on Rails codebase
- Onboarded and mentored junior engineers
- Served as Scrum Master for an eight-person engineering team

Software Engineer—Workday | Apr 2014 – Jul 2018

- Led the rewrite of the customer-facing Workday Cloud Platform CLI from Python to Go, improving maintainability and developer experience
- Designed and implemented a microservice that reduced environment startup times by approximately 75%
- Built tooling that reduced application metrics development time by approximately 90%
- Helped transition a centralized caching solution to a distributed architecture, reducing update latency from seven days to approximately fifteen minutes

EDUCATION

Bachelor of Science, Computer Science
Utah State University | 2013

Leadership & Community

- Student Computer Science Chair for Science Unwrapped, a public lecture and education program connecting university research with the broader community