Clayton Harbour

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SUMMARY

Senior Performance Engineer / Principal Backend (Scale & Reliability) with 25+ years of experience building and tuning large-scale backend and game platforms. Proven success scaling systems to 1M+ CCU, cutting profiling time from days to minutes, and cutting regression-testing time by 80% through automation. Deep expertise in AWS, Kubernetes, k6/JMeter, observability, and backend engineering across games and SaaS. Known for identifying cost/performance bottlenecks, building repeatable load-testing frameworks, and mentoring teams in performance-first engineering.

CORE SKILLS

- Performance & Load Testing – k6, JMeter, Gatling, synthetic vs real-world load, CI/CD-driven testing
- Engineering – Java, Groovy, JavaScript, TypeScript, Golang, Python, C#
- Cloud & Infrastructure – AWS (RDS, ElastiCache, DocumentDB, EKS), Docker, Kubernetes, Terraform, Jenkins
- Observability & Tuning – Datadog, CloudWatch, Prometheus, Grafana, custom profiling tools
- Databases – PostgreSQL, MongoDB, MySQL, Oracle, MS SQL
- Leadership – Technical mentoring, cross-functional collaboration, Agile delivery, performance culture advocacy

PROFESSIONAL EXPERIENCE

Senior Software Engineer in Test
Global Relay · Vancouver, BC · Hybrid · Permanent full-time · Mar 2026–Present

• Develop quality strategies and test automation for secure, enterprise-grade business communications products.
• Contribute to systems for compliant communications archiving, risk detection, and regulatory surveillance across financial services, government, and other regulated industries.
• Contribute to an AI-assisted search and knowledge platform connecting archived communications with enterprise systems and web information.
• Part of a company-wide initiative to build AI skills and advance AI-driven testing in SDET.
• Championed a UAT testing tool and developed a load-testing framework for Global Relay's AI Assistant.

Founder & Principal Engineer (concurrent)
ProseForge · Fiction creation, narration, and publishing platform · app.proseforge.ai
Vancouver, BC · Nov 2025 – Present

- Founded and led development of ProseForge, a full-stack AI storytelling platform supporting story generation, revision, review, narration, and publishing workflows.
- Architected backend systems in Go with PostgreSQL, job orchestration, Git-backed content versioning, and cloud-based media/storage integrations.
- Shipped iOS and Android companion apps supporting story browsing, reading, and audiobook-style narration playback.
- Built AI-assisted quality pipelines for rewrite, assessment, and continuity analysis to improve generated long-form fiction.
- Developed web and mobile product surfaces, including story browsing, narration playback, and account-based user workflows.
- Managed infrastructure, deployment, observability, and production operations across cloud-hosted environments.
- Reworked the text-to-speech pipeline around ONNX, improving narration workflow flexibility and operational control through a dedicated worker service.

Technical Lead – Performance Engineering
AccelByte · Aug 2023 – Nov 2025 · Vancouver, BC (Remote)

- Architected a k6 + Grafana + Jenkins performance framework, enabling scalable and repeatable load tests across multiple backend services.
- Led performance and scale initiatives to support 1M+ concurrent users on live game backends.
- Built profiling and simulation tools in Java, Golang, and Python, reducing profiling cycles from days to minutes and enabling faster iteration.
- Standardized performance environments via containerized deployments and infrastructure-as-code, improving consistency across teams.
- Mentored engineers in load testing, observability, and automation best practices.
- Used AI-assisted tooling to develop reporting and analysis flows that identified AWS cost-saving opportunities and regression risks.
- Automated load-testing workflows, cutting profile creation from weeks to minutes and test execution from months to days, allowing higher test frequency and better bottleneck detection.

Senior Software Engineer – Performance
Calabrio · Oct 2020 – Jun 2023

- Designed and maintained JMeter-based load test suites, integrated into CI/CD to catch regressions early.
- Tuned backend AWS services, improving reliability by ~20% under sustained load and reducing incident volume.
- Built Grafana/Datadog dashboards to surface performance bottlenecks and capacity trends for engineering and SRE teams.
- Partnered with QA and DevOps to combine synthetic load data with production metrics, aligning test scenarios with real user behaviour.

Senior Software Engineer
Salesforce · Aug 2016 – May 2020

- Full-stack developer on analytics/platform features using Java and JavaScript.
- Designed and implemented customer-facing features based on business requirements while maintaining performance and reliability.
- Ensured thorough test coverage with unit and functional tests; participated in 2-week sprints with quarterly releases.
- Traced and resolved complex platform bugs in distributed systems, improving stability for high-traffic tenants.

Senior Software Engineer
Electronic Arts (EA) · Oct 2004 – Aug 2016

- Lead server engineer and architect for a flagship AAA fitness title; designed and built backend microservices reused across multiple EA Sports titles.
- Designed server monitoring and KPI tracking tools for live games, enabling real-time tuning of performance and player experience.
- Supported 20+ successful console game launches across multiple platforms.
- Built automated test pipelines and a reusable performance-testing system used across several AAA titles, reducing regression testing time by 80%.
- Collaborated with DevOps to design an automated deployment framework.

EARLIER EXPERIENCE

Contract Software Engineer – Peer Giving
Vancouver, BC · Feb 2006 – May 2009

- Built nonprofit digital-giving platforms; migrated MS SQL search to Lucene.NET, cutting search time from minutes to milliseconds.

Software Engineer – Sierra Systems
Apr 2000 – Oct 2004

- Contributed to large-scale telecom, healthcare, forestry, and gaming projects; built enterprise billing systems, including a TELUS re-engineering that achieved 100× performance improvements.

EDUCATION

Programmer Analyst Diploma – CDI College, Calgary, AB (2000)
B.Sc. Psychology (Minor: Physics) – University of Alberta, Edmonton, AB (1998)
ISTQB® Certified Tester Foundation Level (CTFL), Version 4.0 · International Software Quality Institute (iSQI)