

Antoin Johnson

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SUMMARY

Technically fluent program and platform leader with 15+ years across cloud infrastructure, telemetry, and data-driven platform engineering in gaming, healthcare, and startup environments. Experienced designing telemetry ingestion pipelines, distributed backend services, cloud-hosted APIs, secure data pipelines, and analytics that turn raw data into actionable insight, with hands-on technical fluency in Python, C#, SQL, and cloud platforms including Azure and Azure DevOps. Skilled at data quality validation, production monitoring and troubleshooting, technical documentation, and cross-functional collaboration to deliver reliable, maintainable solutions. Currently expanding depth in BI reporting (Power BI, Grafana), Azure Data Explorer/Kusto, and AI-assisted/agentic tooling to fully align with modern telemetry analytics engineering.

EXPERIENCE

Founder, Technical Designer & Systems Architect — A2E Ventures

2025-Present

- Designed and implemented a cloud-native platform incorporating telemetry ingestion pipelines, distributed backend services, cloud-hosted APIs, analytics, and CI/CD deployment to support data-driven product operations.
- Designed concepts for network health monitoring, predictive failure detection, and telemetry-driven decision support to improve monitoring coverage across heterogeneous, constrained network environments.

Co-Founder / Chief Technology Officer — LucyDx

2021-Present

- Defined cloud-connected data architecture for secure device data ingestion, processing, storage, analysis, and user-facing risk reporting, delivering actionable insights from raw telemetry data.
- Led architecture and delivery of secure data pipelines and backend cloud services within an FDA-regulated platform, applying data quality and validation discipline across the data lifecycle.

Technical Program Manager — Rec Room Inc.

2022-2023

- Partnered with cross-functional engineering teams to improve development workflows, release predictability, and quality, establishing repeatable practices for high-quality delivery.

Producer / Flighting Program Lead — Microsoft (Contract)

2021

- Monitored production systems post-release, driving incident response, issue resolution, and continuous improvement based on production feedback to maintain solution reliability.

Game Content Coordinator / Localization Producer / Associate Technical Producer — The Pokemon Company International

2010-2021

- Designed content logic, tested implementation end-to-end, and validated data/business logic accuracy in proprietary content delivery systems, recommending improvements for reliability.
- Created and improved technical documentation, workflow visibility, and handoff practices to support maintainability of globally distributed programs.

SKILLS

Microsoft Azure, Azure DevOps, Google Cloud Platform, Firebase, Cloud Functions, Cloud Storage, Authentication, Hosted APIs, Backend Services, Telemetry Pipelines, Distributed Systems, AWS (familiarity), CI/CD, Git, GitHub, Source Control, Release Pipelines, Deployment Automation, Environment Management, Test Coordination, Defect Tracking, Build and Release Readiness, Secure Architecture, Identity and Access Concepts, Threat and Risk Assessment, Cybersecurity Controls, Data Protection, Regulated-System Documentation, Medical-Device Quality and Validation Planning, Compliance

Readiness, C#, JavaScript, TypeScript, Python, SQL, Unity, React, React Native, Next.js, REST APIs, Firebase SDKs, Third-Party Integrations, Jira, Confluence, Microsoft 365, Google Workspace, Roadmaps, Dashboards, Dependency Tracking, Risk Registers, Executive Status Reporting