

# Alex Frison



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Data analyst and systems-minded builder across analytics, robotics support, retail sales leadership, and full-stack platforms.

Analytics / BI

Full Stack Eng

Robotics / RME

Sales Leadership

Product Builder



## Analytics / Data

- SQL, Excel, Inventory Control / Quality Assurance reporting
- Defect review and discrepancy analysis
- Live dashboards and analytics



## RME / Robotics

- Amazon Robotics FC launch and automation
- Robotics support and troubleshooting
- Electro-mech hardware exposure



## Sales / Leadership

- Plans, devices, financing
- Coaching, meetings, escalations
- Retention and quota execution



## Product / Streaming

- HoboTools, HoboStreamer, HoboQuest
- Clips, VODs, creator tools
- Cross-service UX and operations



## PROFILE

Versatile data analyst and systems-minded builder with experience across Amazon ICQA analytics, Amazon RME support, retail sales leadership, and full-stack product development. Strong at turning operational context into clear reporting, stakeholder-ready analysis, practical tools, and process improvements.



## EXPERIENCE

### Data Analyst

2024 - Present

#### Amazon

- Built ICQA SQL and Excel reporting for inventory accuracy, discrepancy review, and defect visibility.
- Turned mismatch findings into dashboards, recurring reports, and stakeholder-ready analysis for operational decisions.

### Reliability, Maintenance, and Engineering

2023 - 2024

#### Amazon

- Supported launch-stage ARS robotics and conveyance operations while monitoring automation flow, floor conditions, and equipment behavior.
- Assisted troubleshooting across robotics, uptime, safety, and electro-mechanical issues in a high-change launch environment.

### Assistant Manager / Sales Representative

2020 - 2023

#### Verizon Wireless

- Sold smartphones, wireless plans, accessories, protection, financing, and credit-card offers in a quota-driven retail environment; earned district-level recognition.
- Coached associates, ran monthly meetings and workshops, and improved customer service, retention, merchandising, and inventory ownership.

# Founder / Product Engineer / Streaming & Game Builder

## Hobo Tools / HoboStreamer / HoboQuest / HoboMaps

- Built shared-account web products across Hobo Tools, HoboStreamer, HoboQuest, and HoboMaps with unified UX, connected identity, and cross-service navigation.
- Developed creator-facing streaming systems including clips, VODs, chat, moderation, analytics, restream support, and multi-path delivery; also built browser multiplayer game experiences and creator tools using Lua, C#, C++, gameplay systems, and product-minded UX.

2015 - Present

## Founder / Developer / Systems Admin

### GameServerStats, LLC

- Built analytics-focused web platforms that track 200,000+ live game servers using JavaScript, Node.js, PHP, Python, SQL, MongoDB, Redis, HTML, and CSS.
- Designed ingestion, search, dashboards, Linux infrastructure, scaling, DDoS resilience, support workflows, and business reporting.

2012 - Present

## Earlier Technical and Business Experience

### Devolved, GModStore.com, eBay

- Built multiplayer game systems, digital products, graphics, support docs, e-commerce listings, moderation workflows, and monetized online communities.



## SELECTED PRODUCTS / LIVE EXAMPLES



### HoboTools

[hobo.tools](https://hobo.tools)

Shared-account ecosystem and network hub



### HoboStreamer

[hobostreamer.com](https://hobostreamer.com)

Streaming, clips, VODs, chat, creator tools



### HoboMaps

[maps.hobo.tools](https://maps.hobo.tools)

Map overlays, research, and survival data



### HoboQuest

[hobo.quest](https://hobo.quest)

Browser MMORPG, multiplayer games, live canvas



## CORE TECHNICAL STACK



### Analytics / Data

SQL, Excel, reporting, dashboards, defect research, integrity, and root-cause analysis



### Engineering / Web

JavaScript, TypeScript, Node.js, Python, PHP, React, Vue, Electron, HTML5, CSS/SASS, REST APIs



### Systems / Infrastructure

Linux, Windows Server, NGINX, Apache, MongoDB, Redis, Cloudflare, deployment, scaling, and DDoS resilience



### Game Dev / Product

Lua, C#, C++, gameplay systems, creator tooling, UX, graphics, and product thinking



## EDUCATION / LEARNING

Snohomish High School, WA - AP Statistics, Calculus, English, Creative Writing, Spanish - Self-taught systems builder with a strong self-starter mindset, focused on analytics, infrastructure, graphics, photography, and practical problem solving.