Robert Emery Porter

Creative programmer with a focus on scalability, maintainability, and clean coding practices.

✉ emery@emeryporter.net   📍 Dallas, Texas

Experience

Full Stack Software Engineer

Citigroup

📅 07/2021 – Present   📍 Dallas, Texas

- Worked as a frontend developer in Angular/Typescript building products used by millions of people worldwide.
- Lead a team to build internal software using Angular, Springboot, and MongoDB. Managed full stack.
- Conducted behavioral and technical interviews for frontend and backend entry level positions.
- Mentored interns and new hires on many different technologies in an engaging way.

Co-founder & Full Stack Engineer

Blink Studios

📅 03/2020 – 01/2022   📍 Dallas, Texas

- Lead a team to build incredibly innovative game systems using Unreal 4.
- Built and managed fully automated CI/CD, alongside all other IT operations.
- Facilitated all aspects of project management with an incredibly diverse team of people.

Software Development Intern

Tyler Technologies

📅 05/2020 – 08/2020   📍 Lubbock, Texas

- Built a dashboard to consolidate client data using C# with .NET Core.
- Learned and performed many SQL operations with a focus on speed and efficiency.
- Took part in daily standups, weekly grooming, and weekly retrospectives.

Education

B.S. in Computer Science

Magna Cum Laude – GPA: 3.775

Texas Tech University

📅 08/2017 – 05/2021   📍 Lubbock, Texas

Languages

C# | C++ | C | Java | Javascript | Typescript | Go | Python | Visual Basic

Frameworks

.NET Core | Springboot | .NET Framework | Angular | Vue

Technologies

Unreal 4 | Unity | Maven | Node.js | MongoDB | PostgreSQL | Jenkins | MS Devops

Project Management

Agile | Waterfall

Industry Skills

Communication | Creativity | Leadership | Teamwork | Problem Solving | Improvisation

Hobbies

Swordfighting | Bouldering | Improv Comedy | Acting | Writing | Video games | Tabletop games

Projects

Reflex
A system for creating scripted scenes within the Unreal Engine

📅 11/2020 – 01/2021 💼 Blink Studios

- Reflex allows writers to create scripted scenes extremely quickly, massively speeding up development.

Fluxlab
A VR circuit building game built in the Unreal Engine

📅 01/2021 – 05/2021 💼 Texas Tech University

- Fluxlab is a VR circuit building game built in the Unreal Engine. The game allows players to build complex circuits along a grid using 4 different block types.

Organizations

Swordsman
Dallas School of Historical Fencing

📅 06/2021 – 06/2023 📍 Dallas, Texas

- Learned the techniques surrounding German longsword, saber, sword and shield, sword and buckler, and many more weapons from manuscripts written from the 11th to 15th century.
- Utilized accurate steel weaponry with modern fencing gear.
- Practiced three times a week, as well as participated in tournaments.
- Strengthened many introspective skills such as courage, self-trust, and confidence.

Improviser
Sentient Nuts

📅 10/2019 – 05/2021 📍 Lubbock, Texas

- Learned about and performed in improv shows multiple times a month.
- Attended practice every Sunday.
- Developed a "yes, and" attitude towards new ideas.

Guildmaster & President
The Computing Guild

📅 04/2020 – 05/2021 📍 Lubbock, Texas

- Built the organization from scratch.
- Facilitated an unprecedented partnership with Texas Tech administration.

Awards

2019 Excellence in IT Innovation Award
Texas Tech University

📅 12/2019

- Provided student data to the colleges and departments in a more concise way without requiring access to a complex tool.