# **Robert Emery Porter**

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# **EDUCATION**

### Texas Tech University, Lubbock TX

BS in Computer Science - Magna Cum Laude

Undergraduate GPA: 3.775 Graduation Date: May 2021

## **EMPLOYMENT**

# Citigroup | Development Lead & Scrummaster

July 2021 – Present

• Lead a team to build internal software in Angular/Springboot.

## Blink Studios | Co-founder & Lead Developer

**March 2020 – January 2021** 

- Lead a team to build incredibly innovative game systems.
- Facilitated all aspects of project management.

## Tyler Technologies | Software Development Intern

May 2020 – August 2020

• Built a dashboard to consolidate client data.

## Texas Tech Registrar / Developer & Code Analyst

**August 2019 – May 2020** 

• Built a staff facing dashboard in Blazor to speed up registrar operation.

# Form.io / Intern

**May 2019 – July 2019** 

• Learned about and built form-centric web apps to show to potential clients.

### Texas Tech Library / Technician & Programmer

March 2019 – May 2020

- Wrote scripts in Go that interacted with Dell and Texas Tech's inventory system.
- Completed daily checks to assure computer longevity

## **INVOLVEMENT**

#### The Computing Guild / Founder & Guildmaster

**April 2020 – May 2021** 

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

## Gearbox / Unreal 4 Class Participant

**April 2020 – April 2020** 

• Participated in and provided feedback for a UE4 class Gearbox was testing.

#### Sentient Nuts / Improviser

October 2019 – May 2021

- Learned about and performed in improv shows multiple times a month.
- Attended practice every Sunday.

## ACM at Texas Tech / Social Chair

**August 2019 – May 2020** 

- Increased new member conversion 400% from previous semesters.
- In charge of club public relations, organized all events, posted announcements, etc.

#### TECHNICAL EXPERTISE

Languages: C#, C++, C, Java, JavaScript, Go, Python, Antlr4, Visual Basic

Software Workflows: Maya, 3DS Max, Final Draft, Microsoft Suite

Game Engines: Unity, Unreal 4

**Software Development:** Agile, Waterfall