ANTHONY HADDOX

OBJECTIVE

Motivated Computer Science student with a solid background in algorithms and software design seeking a rewarding position as a software engineer.

SKILLS

Languages: C#, Java, C++, DLang, HTML, CSS, JavaScript, SQL

Frameworks: .NET, OpenGL, Android, Spring Boot, JavaFX, MVC, Bootstrap, Entity Framework

Tools: Unity3D, IntelliJ IDEA, Eclipse, Android Studio, Microsoft Visual Studio, Git, GitHub, Microsoft TFS, Maven, Jenkins, Microsoft SQL Server

WORK EXPERIENCE

LektrickSno Productions

**Software Development Intern**, July 2016 to September 2016

- Using .NET technologies and Test Driven Development, designed an automated emailing system which allowed users to recover and reset their account information.

- Wrote unit tests to ensure increased code coverage and promote bug-free software.

- Independently completed tasks and delivered code on schedule.

The Rimlight Project

**Gameplay Programmer**, July 2013 to September 2016

- Utilized Unity3D game engine to develop a robust space-shooter for the Xbox One Platform.

- Organized a major refactoring effort which resulted in a more manageable codebase, streamlined project structure, and more efficient API utilization.

- Designed and implemented a challenging AI system written in C#.

- Wrote a simple Java issue tracking tool with a JavaFX GUI for in-house use.

EDUCATION

California State Polytechnic University, Pomona - June 2017

Bachelor of Science in Computer Science

California State Polytechnic University, Pomona - June 2017

Bachelor of Arts in Political Science

Thesis: The Athenian Representative Democracy - An Unintended Evolution

COURSE WORK AND PROJECTS

Individual Project

**Software Developer**, August 2016

- Developed a financial goal tracker as a way to learn more about the .NET platform, Entity Framework 6, and WPF.

Computer Graphics Course

**Software Developer**, March 2016 to June 2016

- Worked with another individual to create a lightweight Java voxel game engine.

- Implemented the game graphics with the OpenGL graphics library.

Microsoft Imagine Cup 2016

**Project Lead**, December 2015 to February 2016

- Served as project lead and creator of a web service designed to function as an online repository for user-submitted content.

- Designed and implemented the software around the MVC and .NET Frameworks.

- Drafted software design documentation which outlined the project idea, project purpose, and implementation details.

Software Engineering Course

**Full Stack Developer**, September 2014 to December 2014

- Served as project lead to a three-member team which developed an open source, Java-based, RESTful web service using the Spring Boot framework.

- Developed the software using a modified Agile methodology.

- Using Maven as a build tool and Jenkins for continuous integration, the software was deployed to an AWS server.

- Used Github for source and version control.