

Curtis Green

curtis@curtisgreens.com
CurtisGreen.github.io

Addison, TX

SKILLS

Languages: Scala, JavaScript/TypeScript, SQL, C++, Python

Technologies: React.js, Next.js, Node.js, MongoDB, GTK, Phaser, Arduino

WORK EXPERIENCE

Event Dynamic

Software Engineer

2021 - Present

- Developed backend APIs for a ticket sales dashboard application and scheduled jobs that distribute, synchronize, and price tickets on many 3rd party integrations
- Wrote SQL queries to interface with our APIs as well as updating schema and populating data in our Postgres database
- Worked with a designer and team members to create new features for our web application in React

Lockheed Martin

Software Engineer

2019 - 2021

- Developed C++ software models for F-16 flight simulators in an MVC system
- Redesigned simulation UI and other tools using GTK in C++/Python
- Created tools for QA to streamline testing procedures
- Investigated and fixed bugs in production code
- Drove the transition from waterfall to agile by training coworkers on story creation and management
- Wrote guides on code organization and team workflow to help new hires

EDUCATION

Texas A&M University

B.S. in Computer Engineering (GPA: 3.6)
Minor: Japanese

2018

Osaka University (Osaka, Japan study abroad)

Business Proficiency in Japanese (Passed Japanese Language Proficiency Test N2)

2017

PROJECTS

Clash Tips (*JavaScript | Next.js, MongoDB*) [[Website](#)]

- Created and continue to maintain a web app in Next.js for viewing League of Legends tournament statistics to help draft against upcoming opponents
- Interface with official APIs and store aggregate data in MongoDB's Atlas Cloud

RS Clicker (*JavaScript | Phaser*) [[Code](#)][[Website](#)]

- Developed a RuneScape themed clicker game. Defeat different enemies, collect items, level up skills, and unlock new areas
- Structured object oriented code to easily add new levels, enemies, consumables, weapons, skills, etc. Data saved periodically through cookies

Attendance Tracker (*JavaScript, SQL | Node, React*) [[Code](#)]

- Created an attendance tracking product and service that allows students to swipe in using their student IDs and automatically be logged for attendance in the ongoing course
- Professors can register their classes through a website and start/end attendance by swiping their own ID on the device

Bananas with Attitude (*C# | Unity*) [[Code](#)][[Download](#)]

- Developed at the Chillenium Game Jam, play as a banana and avoid all hungry gorillas