Dennis Co

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Software developer with 3 years' professional experience with a focus on front-end clinical decision support (CDS) tools seeking opportunity to break into the game industry.

Professional Experience

Epic Systems – *Verona, WI*   *Aug 2013 – Oct 2016*
Software Developer

- Restructured client-side framework of CDS tool to utilize JavaScript, HTML, and CSS within a VB WebBrowser control
- Collaborated with UX designers to rapidly design and develop prototypes for usability testing
- Implemented and released new interface of CDS tool reaching thousands of end-users daily
- Developed front-end of CDS tool while working closely with back-end developers to migrate CDS application from Visual Basic 6.0 to web
- Developed data conversion to reduce index disk space usage for customers by up to 15%
- Reviewed technical designs and performed code reviews

PennyPop – San Francisco, CA   *Jun 2012 – Aug 2012*
Quality Assurance Intern

- Tested and reported on issues found through manual testing of iOS game
- Developed automated testing tool for slot machine game to simulate millions of spins with custom reel and payline configurations to quickly measure and balance payout ratios

Projects

Boba Now! – Independent Project   *Jun 2017 – Jul 2017*
Hybrid mobile application to find nearby bubble tea locations using Ionic framework

Blockle Sprint – Independent Project   *Feb 2017 – Mar 2017*
Cross-platform Tetris Sprint clone developed using Unity 3D game engine

Prismatic Showdown   *Feb 2013 – May 2013*
Multiplayer game where players compete to transform a blank playing field into a mess of colors

- Implemented in-game GUI, menu, and tutorial screens with Unity 3D
- Received awards for Excellence in Multi-Player and People's Choice: Most Innovative at Rensselaer's GameFest 2013

Technical Skills

Languages: Javascript, HTML, CSS, Python, C#, Visual Basic 6.0
Databases: InterSystems Caché
Applications: Visual Studio, Unity 3D

Education

Rensselaer Polytechnic Institute (Troy, NY)   *May 2013*
Bachelor of Science – Computer Science