Dennis Co

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Professional Experience

Epic Systems – *Verona, WI*   *Aug 2013 – Oct 2016*
Software Developer
- Restructured client-side framework of clinical decision support (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 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

Boop – Independent Project   *Sep 2017 – Present*
Mobile game in which players draw various gestures to poke animals on the nose
- Conceptualized game design, implemented mechanics, and designed interface using C# scripts in the Unity game engine

Boba Now! – Independent Project   *Jun 2017 – Jul 2017*
Mobile application used to find nearby bubble tea locations built with the Ionic framework
- Used Yelp Fusion API to find nearby locations and Google Maps API to display search results

Blockle Sprint – Independent Project   *Feb 2017 – Mar 2017*
Cross-platform Tetris clone in which players attempt to clear 40 lines as quickly as possible
- Implemented gameplay mechanics and interface with Unity

Prismatic Showdown   *Feb 2013 – May 2013*
Multiplayer game in which players compete to transform a blank playing field into a mess of colors
- Implemented in-game GUI, menu, and tutorial screens with Unity
- Received Excellence in Multi-Player Award and People's Choice Award: 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