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| ADAM SILCOTT **Labor Category: SW Programmer II** |

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| QUALIFCATIONS SUMMARY: Mr. Silcott is a talented software developer with 10+ years of work experience. He has cloud based software development and deployment experience utilizing EC2, S3 and other AWS Services. Additionally, he has experience with a variety of IDEs (Visual Studio, Netbeans, Eclipse, MonoDevelop), languages (C, C++, C#, Java) and tools (Git, Trello). He currently designs and develops for virtual reality using Unity, and has 3+ years of Unity3D development, including two publicly released games. | |  |
| SKILLS **SUMMARY:** | * Strong experience in designing and developing software in Java using J2EE Technologies * Solid design and development experience with C, C++, C# * Extensive experience with graphics processing libraries and tools including OpenGL, Ogre, ImageMagick, FFmpeg, Flash, as well as custom home-brew solutions * Proven object-oriented software design and analysis experience using UML standards * Demonstrated ability to solve challenging and ill-defined problems in a timely, efficient, and effective manner * Development tools: Very proficient with Blender, Maya, Photoshop, Illustrator * 3 years of Unity3D development. Two publicly released games. * Excellent analytical ability with high degree of motivation, and creativity | |

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| PRESENT POSITION: Navteca, VR Software Developer | | (April 2015-present) | |
| **Duties/Responsibilities**: Mr. Silcott currently develops data visualization prototypes for Oculus Rift, Oculus Gear for Samsung, and HTC Vive using Unity3D and Java. He evaluates and implements software and security requirements for all ongoing projects and creates the testing framework for the 3D software. He is creating mobile apps and PC apps enabling execution of VR software for ongoing VR projects and he successfully interfaces with other team members, writes status reports, and updates code repositories. | | | |
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| As an **Independent Consultant, Developer** (May 2005-March 2015), Mr. Silcott worked on the backend for a highly successful commercial website ([hobbyworks.com](http://hobbyworks.com/)), including parsing large amounts of distributor product data and conducting website SEO research. Over the course of several years, he built, sold, and maintained commercial websites running Drupal with custom themes, using HTML, CSS, Javascript, and PHP. Additionally, he supervised and mentored junior programmers on various tasks and communicated with customers on requirements. He led the discussion among affiliated stake holders on all aspects of ongoing projects and served as customer point of contact for software fixes and system troubleshooting. In his role as an **Instructor (**January 2008-present), Mr. Silcott develops coursework and presentations and is adept at leading large workshops and is a respected, sought-out local teacher. | | | |
| **CITIZENSHIP:**  U.S. Citizen | |  | |

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| EDUCATION: Attended Corcoran School of Art, Washington, DC |  |
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