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IAN STODART
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EMPLOYMENT

Software Engineer	IntelliTime Systems Corporation	November 2017 - Present
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Virtual Timecard Interface

- Debugging, Development, and Testing of a Microservice as part of our api to run rules on a timecard
- Development and support for a monitoring service that sends back statistics that help us monitor issues happening on the customers site
- Various side projects and support cases that include the use of SQL, C#, JavaScript, JQuery, and HTML.

Computer Science/Math Tutor	Learning Resource Center Cal Poly Pomona	Fall 2014 – Spring 2017
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- Write up worksheets in Microsoft Word, explaining Computer Science and Math topics for Online Tutoring
- Run workshops for Math classes, about 10-20 students, on a specific section of the class/help prepare for tests
- Updated online tutoring website (BlackBoard) with worksheets, format worksheets, convert to PDF, organize them, and track in Excel
- Data management using Google Scripts
 - Create schedule for when specific classes are available for tutoring

Student Grader	Computer Science Department Cal Poly Pomona	Fall 2016 – Spring 2017
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- Grade Assignments and Programs for Computer Science courses

EDUCATION

Pomona, CA	California Polytechnic University, Pomona	Fall 2013 – Spring 2017
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- Bachelor of Science in Computer Science Engineering June 2017. GPA: 3.91 – Summa Cum Lauda

TECHNICAL EXPERIENCE

Projects

- **ClassTrack** (2016)
<https://www.cpp.classtrack.com>
 - Online Curriculum Sheet tracker for Cal Poly Pomona students. C#.NET, SQL, XML
- **Mission Accomplished: Sliding Autonomy for Team Fault Tolerance** (Fall 2017 – Spring 2017).
<https://ianstodart.github.io/Capstone.html>
 - Desktop and Mobile UI that allows a user to allocate tasks to different teams of robots, and communicates between robots and UI. C++, Qt
- **EagleAlly** (2017)
<https://ianstodart.github.io/EA.html>
 - Android app that allows students to report problems to their school administrator to be resolved. Goal is to give students a bigger voice. Java, Android Studio, HTML
- **Panda Platformer** (2017)
<https://ianstodart.github.io/Panda.html>
 - Platformer game, created using Unity, where a male panda must rescue his love from evil robots.

CERTIFICATIONS

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- **Microsoft Certification: Querying Data With Transact-SQL**
 - **Microsoft Certification: Programming in C#**

Languages and Technologies

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- C#, SQLJava, C++, Python, ASP.NET, JavaScript, JQuery, HTML, NodeJS
 - Visual Studio; Qt; Eclipse; Android Studio
 - Amazon Web Services (EC2, S3, RDS, Lambda, DynamoDB), Microsoft Azure, AngularJS, MSSQL, Firebase
 - Kibana, Docker, Blender, Unity