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Michael Riggs

OBJECTIVE

Secure a position that provides opportunity for collaborative development in an interesting and challenging problem space.

EXPERIENCE

DevOps Engineer at ViaSat, April 2019 - Current

Software Consultant at Improving, October 2010 – April 2019

Design and develop custom software solutions for clients based on individual client needs

Participate in technical interviews for associate level consultants

Help guide associate consultants on projects

Evaluate potential projects for high level idea of work needed

Organize extracurricular events for personal growth of coworkers and self

IT Developer at Hewlett-Packard, May 2009 – October 2010

Supported HP’s enterprise data warehouse (EDW)

Helped maintain the Nonstop (NEO) servers that host the EDW

Performed basic database administrator (DBA) tasks, such as table maintenance and reorgs

Identified and resolved issues with long-running or failed data rollup jobs

Engaged appropriate resources as needed for various issues

Software Analyst at Factory Physics, August 2008 – March 2009

Implemented new and maintained old features of the Factory Physics software using Visual Basic.Net and C#

Explored technologies for potential uses in Factory Physics software

Received training in Factory Physics, a framework for optimizing manufacturing

Software Consultant at Valtech, June 2007 – July 2008

Worked as part of a distributed team of about 30 people on financial related software using Agile methodology

Used test driven development via nUnit to expand functionality of the code base

Used fxCop in conjunction with coding standards to insure quality code

Developed with Windows Workflows to use the Rule Set Engine for enforcing various business rules

Used continuous integration in conjunction with Subversion version control to maintain consistent code

Worked with team members to break down user stories into tasks and then estimate and execute those tasks

Completed Valtech’s Agile Mastery course as well as went through a four week “boot camp” where we were trained to use various technologies and techniques related to agile practices and object-oriented work

Helped with various scripts written for SQL Server 2005 for use with the application we developed

Refactored code when needed, including refactoring to design patterns where applicable

Software Developer at the K20 Center, Fall 2006-Spring 2007

Co-developer of an educational MMO game for middle school students

Developed in C++ using Agile methodologies with five other developers and two graphic artists

Technical Support for the College of Education at the University of Oklahoma, Spring 06-Fall 06

Maintenance of several dozen Windows and Mac OS based laptops and desktops

Occasionally taught the use of various lab software to students who used the lab

Installed and trouble shot for various hardware for the department

Technical Support for the Oklahoma State Department of Health for the Oklahoma State Immunization Information System (OSIIS), Summer 2005

Responsible for phone support for use of OSIIS for health care personnel state-wide

Responsible for granting new users access to OSIIS

Performed extensive manual testing of the system to find bugs

Helped with creation of instructional videos on how to use OSIIS

PROGRAMMING LANGUAGES, PRACTICES, AND TOOLS

C#

.Net Core

Entity Framework

Test Driven Development

Agile

Scrum

Git

MVC

Selenium

Angular

Vue

Sql Server

Javascript

CSS

SASS

Continuous Integration

Continuous Deployment

Moq

Subversion

Java

Castle Windsor

Rhino Mocks

fxCop

Hibernate

Fitnesse

C++

nAnt

STRENGTHS

*Communication*

Active listener with excellent writing skills

Highly developed presentation skills

Native English speaker

Learning French

*Project Management*

Assisted self-organizing project management of large software

Ability to work effectively as an individual and in a group setting

*General*

Able to pick up new skills quickly

Problem solving artist