

**WORK EXPERIENCE****THE HOME DEPOT** | Austin, TX

December 2017 - Present

Software Engineer

- Developed API endpoints for the order management orchestration service to allow users to view their purchase history and details.
- Integrated with QuickBooks APIs to allow users to quickly and easily export all their Home Depot expenses to both QuickBooks Online and QuickBooks Desktop.
- Developing a system which will allow admin users to analyze purchases made by all the companies that reside within a family of companies.

FINOL DIGITAL LLC | Houston, TX

August 2017 - Present

Entrepreneur/Owner

- Conceptualized, developed, and released the Card Game Simulator (CGS) application, which allows users to play out card games on their Android and iOS mobile devices.
- Built upon Unity's UI tools to create a system to easily manage virtual cards.
- Developed and publicly documented on GitHub Pages a system by which users write JSON to define their own cards to import and use within the application.

HEWLETT-PACKARD / HP INC. | Houston/Austin, TX

July 2012 - July 2017

IT Developer/Engineer

- Upgraded Supplier Portal (SP) website design to modern branding standards, requiring updates in the Oracle Database, Apache and Tomcat/Struts server config, and OpenText Portal config.
- Enhanced a web application by adding sort, filter, and large export-to-Excel capabilities. Changes were made through Vaadin for the UI and through Hibernate for the MS SQL Server database.
- Supported the Supplier Relationship Management (SRM) and Polydyne applications by troubleshooting issues that arose within their WebLogic and Apache/Tomcat environments.
- Migrated the production environment for the Polydyne and Direct Procurement Solution Suite (DPSS Ariba) applications from HPQ network space to HPI network space.
- Supported the DPSS Ariba application by validating data loads into the SAP Ariba system and developing AML, Java, and Linux Shell code to enhance the reports generated for the business.

EDUCATION**THE UNIVERSITY OF TEXAS AT AUSTIN**

August 2014

B.S. Computer Science

- Business Foundations Certificate
- Computer Science Game Development Certificate

SKILLS

- Expert with the Unity Game Engine, including experience with C# 6 (.NET 4.6 Equivalent), Mecanim, UNet, and the UI tools.
- Expert in Java Enterprise Application Development, including experience with Apache Struts and Spring Boot.
- Adept with C++, including experience with SDL_net and the Ogre Graphics Engine.
- Knowledgeable of web application back-end technologies, including SQL, Perl, Python, HTML, CSS, Javascript, and Linux Shell scripting.
- Familiar with Agile development methodology, including experience with Atlassian Jira.
- Fluent in Spanish.