

# **RICK GENTRY**

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<https://github.com/mudbug/>

713-703-9950

Seasoned software developer with experience in debugging/maintaining/upgrading legacy systems seeking a full-time or contract position

## **EXPERIENCE**

### **HIRETech**

*2 / 2016 - Present*

*Software Developer*

- Worked on internal tools using AngularJS.

### **Integrgraph CAS**

*9 / 2014 - 10/2015*

*Software Developer*

- Worked on CAESAR II, a pipe stress analysis tool built using a mix of Fortran, C++/MFC, C#/WPF.
- Identified cause of defects and designed/implemented solutions using Visual Studio to work within the parameters of the existing legacy code base while meeting Nuclear Quality Assurance standards.
- Wrote technical documentation to record all changes to software as per Nuclear Quality Assurance standards
- Automated aggregation of team's daily status reports with a custom WPF application using Sharepoint.
- Wrote/maintained unit tests in MSTest for new development.
- Updated and redesigned MFC user interfaces to WPF while working with the User Experience team to enhance usability.

### **FLOW-CAL**

*10 / 2012 - 9 / 2014*

*Software Developer*

- Worked on enterprise application in C++/VCL using Builder 2007 and CVS.
- Identified cause of defects and designed/implemented solutions to work within the parameters of the existing legacy code base.
- Reworked large sections of the code base to increase stability and properly address use cases.
- Created developer tools using Visual Studio / Github to automate some developer processes and address deficiencies in the provided tools.

### **MICROSOFT STUDENT PARTNER**

*01 / 2012 - 05 / 2012*

*Student Evangelist*

- Organized students events to promote Microsoft technologies
- Ran a 24 hour hackathon that resulted in nearly 200 apps being submitted to the Windows Phone market

**ROCKSTAR ENERGY DRINK***01 / 2011 - 05 / 2012**College Ambassador*

- Promoted Rockstar Energy drinks and associated products to UH students
- Sponsored assorted UH campus events including campus movie nights, frat parties and club meetings

**COMPUTATIONAL BIOMEDICINE LAB***04 / 2010 - 10 / 2011**Research Assistant*

- Researcher under Dr. Ioannis Kakadiaris. Worked on 3d landmark detection on scans of faces using multiple datasets.
- Improved lab's average landmark detection accuracy by 1mm by correcting the implementation of their current algorithm

**LEARNING SUPPORT SERVICES***01 / 2010 - 04 / 2010**Tutor*

- Tutored students in math and science topics

**EDUCATION****UNIVERSITY OF HOUSTON***2010 - 2012**Master's degree, Computer Science**GPA: 3.7***UNIVERSITY OF HOUSTON***2005 - 2010**Bachelor's degree, Computer Science**GPA: 3.6***LANGUAGES**

C# ( Professional working proficiency )  
C++ ( Professional working proficiency )  
AngularJS ( Limited working proficiency )  
Fortran 90/95 ( Limited proficiency )  
HLSL ( Limited working proficiency )  
GLSL ( Limited working proficiency )  
Java ( Limited working proficiency )