Mony Dragon

Address: 126 April Dr Mulvane, KS 67110
Phone: 316-719-6884
Email: Monydragon@gmail.com
Portfolio: https://monydragon.com

Summary

As a seasoned Software Developer boasting an extensive 12-year journey, my expertise lies deeply rooted in C# and .NET technologies, where I have achieved mastery in utilizing advanced frameworks such as Blazor and Dot Net Maui. My professional ethos is centered around the engineering of scalable, superior-quality applications, underscored by a steadfast commitment to clean, testable code that stands the test of time. With a profound proficiency in both Agile and Waterfall methodologies, I have consistently ensured the timely and budget-conscious delivery of projects, exceeding stakeholder expectations. My role has often transcended beyond mere development, embracing project leadership and advocating for the relentless pursuit of technological innovation, positioning me at the vanguard of the industry's evolving landscape.

Technical Skills

- Languages: C# (12), TypeScript, SQL, JavaScript, HTML, CSS

- Frameworks/APIs: .NET (8), .NET Core, .NET Standard, Blazor, Dot Net Maui, ASP.NET, Entity Framework

- Tools: Rider, Visual Studio 2022, Git, Docker, Azure, AWS, NUnit

- Databases: SQL Server, MySQL, MongoDB

- Methodologies: Agile, Waterfall

Professional Experience

- Software Developer/IT Support, ProHome LLC

 April 2023 - Present

 Developed ProHomeLive web and mobile applications using C# (12), Blazor, and Dot Net MAUI (.NET 8). Managed IT support, providing technical assistance for various client and employee issues. Applied Agile methodologies to ensure rapid and efficient project turnaround

- Software Developer/DevOps Engineer, Lockheed Martin

 November 2022 - February 2023

 Maintained CI/CD pipelines for .NET projects. Worked with Unity, C#, AWS, and Git to streamline development processes. Utilized NUnit for comprehensive unit testing.

- Software Developer, American Barcode and RFID

 February 2022- November 2022

 Develop RESTful APIs into microservices and work with the UI developer to develop the application in Xamerin for android.

- Software Developer, Transplant Connect

 September 2021- February 2022

 Develop and maintain the ITX-ITransplant core systems and the public facing website. Worked with international clients for transplant services.

- Software Developer, USIC

 February 2021- September 2021

 Develop and maintain the Translore mapping application. The Translore application is used for locators on the field. The application has mapping capabilities similar to google maps and is designed for Desktop/Mobile. Some of the features I worked on have been the Legend for symbols for the map view, a symbol viewer to show mapping symbols in the application, Voice to text recording and google voice to text features for Xamarin.

- Software Developer, Microsoft (Insight Global)

April 2017 - June 2018

Develop and maintain windows essential applications such as Calculator, Maps, Voice Recorder, Notepad etc.. Worked with setting up Azure Pipelines and unit testing.

- Software Engineer, Mainstream Non Profit Solutions

November 2019 - August 2020

Developed modifications and changes to Internal and external facing Websites / Web Apps also managed and handled ticket requests from users

- Senior Software Engineer, Super Systems Inc. (MSA)

April 2017 - June 2018

Led Azure/AWS Cloud Integration API projects. Developed C# web services for cloud-based infrastructure, utilizing .NET technologies. Experienced with both Agile and Waterfall project management methodologies.

Education

- College of Western Idaho – Software Engineering, 2011 - 2013

- MIT - Software Engineering (Online), 2013 - 2016

- Continuous Learning: Udemy, Lynda, Pluralsight (2008 – Present)

For an in-depth overview of my complete job history, technical skills, and detailed experiences, please visit my portfolio website. This resource offers extensive insights into my professional background and achievements.