

Mony Dragon

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SUMMARY

Software developer with the drive to develop applications and software with over 12 years of professional development experience. Strong team leadership with handling difficult tasks with deadlines. Using strong professional, testable, and readable code. Always staying on the cutting edge of technology!

- **Programming Languages:** C#, Java, Python, C++, Ruby, Javascript, TypeScript, Visual Basic, PowerShell, Objective-C, Lua, JQuery, HTML, CSS, PHP, JSON, YAML
- **Databases:** SQL,MYSQL, Oracle, Sqlite, MongoDB,General Relational Databases, No SQL databases
- **Frameworks/APIs:** ASP.NET, Web API, SignalR, AutoMapper, Nlog, Nunit, Entity Framework, AngularJS, Bootstrap, .Net Core, .Net Standard, XUnit, Xamarin, Json.Net, NuGet, AWS, AZURE, SIP, Vue.js
- **Version Control Systems:** Github, GitLab, Git, SVN, TFS, LFS, Unity Collaborate
- **Software:** JetBrains Software, Visual Studio, Visual Studio Code, Notepad++, Microsoft Office Suite, Paint.net, BeaverDB, Unity, ReSharper, Slack, Docker, Wordpress, GitKraken, Github Client, IntelliJ, Eclipse, Code Compare
- **Design/Development Processes:** Agile, SCRUM, Waterfall
- **Other Skills:** Great Communication, IT Background for troubleshooting several device types, Mind Mapping, Diagram Building, Problem Analysis, Problem Solving, Following good coding practices, Team leadership, Peer reviewing, Great OOP (Object Oriented Programming) problem solving, Multi-Tasking while performing tasks as needed, Writing Testable Code, Working with a diverse team or solo.

EXPERIENCE

Dragon Lens Studios Inc. - Software Engineering Director - March 2014 - Current

Project: [Pixel Engine for Unity](#)

Technologies: C# Jetbrains Rider, Unity

Tasks

- Creating core engine and all components.
- Creating multi-platform support.
- Designing clean architecture and extensible code
- Writing various systems such as Dialogue, Item/Inventory, Data Persistence, Message systems.
- Creating a structured workflow for the engine.

Project: [TBS - 2D Turn-based Battle System](#)

Technologies: C#, Jetbrains Rider, Unity

Tasks

- Created all code and designed a turn-based battle system for unity.
- Modular and customizable code base utilizing scriptable objects
- Created abilities, items, monsters, equipment, stats, etc.

Project: [Oceans Call](#), [Lost Dreams](#), [Luminous](#), [The AfterLife](#)

Technologies: C#, Jetbrains Rider, Unity

Tasks

- Lead a game development team for each project.
- Created the core code and systems for each game.
- Each game consisted of 1 week of active development each
- Worked with 2D Topdown, Sideview systems.
- Platforming. Puzzles, Adventure, Hack and Slash combat

Project: SQLite Database Integration for Unity / Editor Database System

Technologies: C# & .Net 4, SQLite, Visual Studio 2015.

Tasks

- Creating class data structures for database integration for Unity.
- Writing a Unity C# wrapper to handle database interactions fluidly and efficiently.
- Developing a GUI based Database handler to input and manage database entries efficiently and handle complex database interaction.
- Writing handlers to store JSON strings in database entries.
- Unit Testing and Automated testing scripting to handle automated tests for database feature releases and fixes.
- Writing clean and efficient code documentation and clean, organized and professional code.
- Manage and Handle Pull requests and merging using GitHub

Project: [Phantasy Quest](#) Game Development in Unity

Technologies: C# & .Net 4, SQLite, Visual Studio 2015.

Tasks

- Writing game logic handlers for Unity in C#
- Writing I/O handling for saving and loading data to and from the user machine
- Creating advanced Physics and Interaction scripts to handle complex player actions.
- Creating Video/Audio handlers to deliver the best experience possible.
- Integrations for Error Reporting and Analytics.
- Deploying test builds for testers to report and deliver feedback about bugs and potential issues.
- Manage and Handle Pull requests and merging using GitHub
- Writing AI handling for a smooth and enjoyable player experience.

Project: Chat & Integration LAN site

Technologies: C#, Ruby (using Ruby On Rails Framework), HTML, CSS, JetBrains Webstorm IDE

Tasks

- Worked on website wrapper for game interface and information portal.
- Designed and developed a basic communication platform and API connections using a c# object wrapper.

- Designed and developed a working relay server.

ProHome LLC - Software Developer/ IT Support- April 2023- Current

Project: ProHomeLive

Description: Developed and maintained ProHomeLive web application and Android/IOS application

Technologies: C#, Git, Dev Ops, Blazor, Dot Net MAUI, SendGrid, Twilio, Telerik

Tasks:

- Added functionality to web application
- Fixed bugs and maintained code base
- Supported various clients and employees with IT technical support

Lockheed Martin - Software Developer/ Dev Ops Engineer- November 2022- February 2023

Project: Dev Ops

Description: Maintain and configure CI/CD pipelines for Unity projects and C# core projects.

Technologies: Unity, C#, AWS, Git

Tasks:

- Create Build Definitions for CI/CD Pipelines
- Structure Gitflow branching strategies
- Create applications for improving CI/CD Processes.

American Barcode and RFID - Software Developer- February 2022- November 2022

Project: ScanIt

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

Technologies: VS 2022, C#, MYSQL, Docker, Xamarin, RabbitMQ, Maximo

Tasks:

- Create and develop solutions for ScanIt
- Write unit tests and document code
- Write microservice apis to handle transactions for authentication and persistence.

- Write calls to rabbitMQ and Maximo for message queues and containers.

Transplant Connect- Software Developer- September 2021- February 2022

Project: ITX-Transplant

Description: Develop and maintain the ITX-ITransplant systems the website for several clients. Worked with international clients for transplant services.

Technologies: VS 2019, VS 2022, C#, MYSQL, Docker

Tasks:

- Create and develop solutions for I-Transplant
- Debug and fix defects within the systems
- Complete user stories for each release cycle
- Script out changes to SQL DB for changes.

USIC - Software Developer- February 2021- September 2021

Project: Translore

Description: 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.

Technologies: VS 2019, C#, MYSQL, Docker, Xamarin,WPF, Postgres

Tasks:

- Create and maintain features for Translore.
- Worked on Legend, Symbols viewer, Voice to text, Audio Recording.
- Design and develop Xamerin and WPF UI and Backends.
- Configure Docker and Postgres and SQL servers to run locally.

Microsoft (Insight Global) - Software Developer- May 2020- September 2020

Project: Windows Essential Applications

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

Technologies: VS 2017, VS 2019, AzureDevOps, C#, MYSQL

Tasks:

- Create Azure Pipeline for Voice Recorder
- Update Unit Tests for Pipeline runs.
- Work on Internal Tool to check repositories for inconsistencies

Mainstream Non Profit Solutions - Software Developer- November 2019 - August 2020

Project: TFI Net / WebFaces

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

Technologies: VS 2017, AzureDevOps, VB, MYSQL

Tasks:

- Made modifications to existing codebase for TFI Net and WebFaces
- Created and modified stored procedures for SQL Database
- Worked on completing development and user tickets
- Handled WEB API calls with JSON backing requests

Super Systems Inc. (MSA) - Senior Software Engineer - April 2017- June 2018

Project: AZURE/AWS Cloud Integration API / Webservice

Description: Designed and developed integration handling using Azure and AWS API's connecting existing codebases to use cloud based infrastructure. Using Azure and AWS separately and in conjunction for separate projects throughout the integration pipeline. Created a webservice wrapper to handle calls between AWS/AZURE calls for the internal products being developed.

Technologies: VS 2017, TFS, C#, Web Services, XAML, MYSQL, Oracle, SOAP, WFS, COTS (OpenText), AWS, AZURE

Tasks:

- APIs that were custom developed for integration
- AZURE API handling using web service calls
- AWS API handling using web service calls
- C# wrapper that managed and handled connection management
- AZURE cloud computing network virtual desktop management

Super Systems Inc. (MSA) - Senior Software Engineer - April 2017- June 2018

Project: Dosimetry Scanning Project

Description: Designed and developed a desktop interface responsible for scanning, validating and uploading documents to an existing records repository. The application would folder scan, verify the convention and format and alert the user to update / correct any discrepancies with the files prior to submission. The application was designed for teams to be running the process concurrently and was designed to handle large batches of over 10K files daily per user.

Technologies: VS 2017, TFS, C#, WPF, XAML, MYSQL, Oracle, SOAP, WFS, COTS (OpenText)

Tasks:

- Created a desktop interface using C# and WPF/XAML
- Managed and operated Oracle/SQL data bindings and data packages.
- Setup custom database wrapper for SQL and Oracle using EF6
- Setup batching and queue system to handle large data uploads.
- Multiple user interface design and architecture.
- Setup/Configured SOAP and Web Service calls to the server to handle data packages.
- Configured and connected a records repository to the project for the final destination for the source files.
- Designed and managed the project side by side with the project manager.
- Assisted users and managers with configuration and site deployment.
- Interfaced with OpenText through document control handling and Web Service APIs that were custom developed.

Project: Document Control Web Application

Description: Designed and developed a web application to help users upload, merge and enter metadata for documents that were then being transferred to an internal record control interface.

Technologies: VS 2017, TFS, C#, MVC, ASP.NET, MySQL, Oracle, SOAP, WFS, COTS (OpenText), COTS (Adlib)

Tasks:

- Created a web interface using C# and ASP.NET and MVC pattern
- Managed and operated Oracle/SQL data bindings and data packages.
- Setup custom database wrapper for SQL and Oracle using EF6
- Setup batching and queue system to handle large data uploads.
- Multiple user interface design and architecture.
- Setup/Configured SOAP and Web Service calls to the server to handle data packages.
- Configured and connected a records repository to the project for the final destination for the source files.
- Designed and managed the project side by side with the project manager.
- Assisted users and managers with configuration and site deployment.

Project: Web API Interface / AWS Cloud Interfacing

Description: Designed and developed a Web API interface that worked with Amazon's AWS cloud integration. The library handled all the calls to and from the AWS SDK/WEB API calls. Storing and Loading files and Saving and loading into a SQL less database structure for document files.

Technologies: VS 2017, TFS, C#, AWS, WEB API

Tasks:

- Created library to handle the layer for data and migration to and from AWS cloud services
- Wrote a wrapper that could be placed into any compatible project.
- Managed and deployed to the site

Microsoft. - Software Testing Team Lead - March 2013 - April 2014

Project: Windows Store QA

Technologies: Windows, Windows Store, Microsoft Stack Products

Tasks

- Managing the test team for Windows Store QA
- Handling Software Testing Procedures and writing updated test scripts
- Worked with Microsoft HQ test leads to work on windows store pipeline release cycle.
- Prevented inappropriate and illegal content from being published on Windows Store
- Wrote/Designed and maintained microsoft sourced test scripts for Windows Store QA

EDUCATION

- College of Western Idaho – Software Engineering 2011 - 2013
- MIT - Software Engineering (Online) 2013 - 2016
- Online Courses 2008 – Current (Udemy, Lynda, Pluralsight)