

Julia Carson

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Software Engineer

- Experienced engine programmer: created a graphics engine including an object oriented input system.
- Hands on experience implementing all stages of software development.
- Designed and developed useful tools, such as Gantt charts, task lists, and UML diagrams for use in various projects.
- Specialized in DirectX programming with Hungarian notation and object oriented designs.

Core Competencies

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|-----------------------|------------------------|-------------------------|
| • Microsoft Office | • Engine Programming | • Python |
| • Adobe CS2 | • Network Development | • Server Implementation |
| • C++ | • Tools Programming | • Microsoft Project |
| • Python | • Scripting | • Microsoft Visio |
| • Assembly | • Torque Engine | • Visual Studio |
| • DirectX | • Unreal Engine | • .NET Programming |
| • Windows Development | • Ogre Engine | • Lead Developer |
| • Linux Development | • Computer Maintenance | • Waterfall Lifecycle |
| • Hungarian Notation | • Computer Repair | • CBSE Lifecycle |
| • Object Oriented | • HTML | • Agile Development |
| • Pair Programming | | |

Experience

Local Computer Retailer

October 05 to Present

- Received cash, credit, and check payments.
- Issued receipts, refunds, and change.
- Dealt with problems promptly for priority customers.
- Maintained leadership when management was not present
- Kept work environment clean and organized.
- Developed new strategies to increase productivity.
- Provided technical troubleshooting and repairs.

Education

Bachelors Degree in Computer Science

- Specialization in Game Software Development
- Deans List award winner: 3.8 GPA
- Senior Project Lead Developer

Code samples available upon request