

Michael Sanders

SENIOR SOFTWARE ENGINEER

PROFILE

I'm a creative, passionate, and self-driven software engineer with 10+ years of experience. I strive to write better code every day by focusing on the SOLID design principles and consistency through automation. I also strongly believe in sharing what I've learned with the community through mentoring, writing online articles, and presenting to the public.

EXPERIENCE

Helios Interactive, Portland — Sr. Software Engineer

OCT 2016 - PRESENT

- Architect and implement fullstack, multidisciplinary software solutions for high-stakes, quick turnaround projects.
- Provide professional support to developing software engineers through advice, coaching, and educational opportunities.
- Facilitate twice-weekly, companywide brainstorm meetings to develop ideas in response to customer needs and RFPs.
- Assist with software budgeting and scoping.

Axiom Custom Products, Portland — Sr. Software Engineer

NOV 2013 - OCT 2016

- Designed, implemented, and maintained the company's internal project management software.
- Worked with Producers to scope, budget, and implement the software portion of external and internal projects.

Rogue Valley Door, Grants Pass — Software Engineer

SEP 2006 - SEP 2008, MAR 2010 - APR 2012

- Turned senior engineer's designs into production-ready code.
- Converted the corporate website from ASP to ASP.NET.

Business Owner's Idea Cafe, Grants Pass — Jr. Software Engineer

SUMMERS OF 2003 & 2004

- Created basic PHP page and performed data entry.

EDUCATION

Rogue Community College

SEP 2006 - JUN 2008

3237 SE 119th Ave
Portland, OR 97266
(971) 276-7564
michael@pixel-cur.io

PRIMARY SKILLS

C#
Unity 3D
ASP.NET
GIT
VR / AR
CI / CD
Jenkins
Codepipeline
Docker

SECONDARY SKILLS

Javascript, Node, CSS, C++,
OpenGL, PHP

PROFESSIONAL OUTREACH

Shader Lesson Plan - 2019
Developed a Unity-focused lesson plan on shaders for beginners. Shared through an online publication.

Shader Tutorial - 2018
Wrote a 7-part, beginner's tutorial for a Unity-based "jelly" shader.
Open-sourced the final product.

PIGSquad Talent Talk - 2017
Presented a lightning talk on adding polish to a Unity project during PIGSquad's annual "Talent Talks."

Portland Art Museum - 2015
Helped brainstorm and develop interactive ideas to enhance an upcoming exhibit.