```csharp
class Resume
{
    var contactInfo =
    {
        fullName : "Thomas Rasor",
        email : "thomas.ir.rasor@gmail.com",
        phone : "254 291 2646",
        LinkedIn : "www.linkedin.com/in/thomas-rasor",
        Fiverr : "www.fiverr.com/thomasrasor",
        portfolio : "sinuousity.github.io",
        location : "7011 W Parmer Ln, Austin TX, 78729"
    };

    var skills =
    {
        programming :
        [
            "C# / .NET",
            "GLSL / HLSL",
            "JavaScript", "HTML5", "CSS",
            "C++", "Python", "SQL", "VB",
            "Object-Oriented + S.O.L.I.D."
        ],
        fullStack :
        [
            "Full Stack Web Design",
            ".NET Web Server Back End",
            "HTML + JS Front End",
            "Responsive UI / UX Design",
            "Version Control",
            "Memory Optimization",
            "API Integration"
        ],
        data :
        [
            "Data Analysis",
            "Data Aggregation",
            "Data Visualization",
            "Data Trend Analysis",
            "Database Ownership",
            "Database Management",
            "Database Queries"
        ],
        office365 :
        [
            "Outlook",
            "SharePoint Site Management",
            "SharePoint API",
            "PowerApps",
            "PowerApps Connections",
            "PowerAutomate Flows",
            "Microsoft Excel",
            "Microsoft Excel PowerQuery",
            "Microsoft Excel Macros",
            "Microsoft PowerPoint",
            "Microsoft Word"
        ],
        tools :
        [
            "Unity", "Unreal Engine", "Godot",
            "Visual Studio", "Github", "Source Tree",
            "Blender", "Photoshop", "FL Studio",
            "AWS S3", "AWS Athena", "AWS Quicksite",
            "Google Sheets", "PowerBI",
            "Microsoft Office Suite"
        ],
        gameDevelopment :
        [
            "Core Gameplay Systems",
            "Custom Character Controllers",
            "Networking",
            "Network Prediction & Compensation",
            "Vertex & Fragment Shaders",
            "Geometry Shaders",
            "Particle Effects",
            "Character Animation Controllers",
            "Realtime Animation",
            "Intuitive User Interface",
            "GPU Compute",
            "Volumetric Rendering", "Signed-Distance Fields",
            "Post Processing",
            "XR Interaction", "XR Rendering", "XR Deployment",
            "Mobile Deployment"
        ]
    };

    var overview =
        "I'm a 10+ yr programmer looking for my next project. For the
        last four years, I was the Workforce Management Lead for a large
        team reviewing advertising content. I initially started at the company
        reviewing content myself, but soon moved into a Reporting Analyst
        role where I developed my skills in database management and
        automation. Now, I'm looking for a role where I can take advantage
        of my decade long journey with C#.
            I enjoy seeing the impact of my work, so a role that allows me
        the flexibility to approach and solve problems for myself and others
        is a must. I am a dedicated and quick learner. I have good
        organizational skills and I pride myself on attention to detail and
        efficiency in my work, but I also strive for the quality of my work to
        speak for itself.
            While I have deep roots in C# and .NET, I am completely ready to
        learn a new framework, language, toolset, API, service, etc if
        necessary to adapt to your project. I am primarily interested in Full
        Stack Developer roles, Unity Programmer roles, and Data Analyst /
        PowerApps roles.";
    // A.K.A. Professional Experience, A.K.A. Work History
    var previousRoles =
    {
        unemployed :
        {
            title : null, employer : null,
            startDate : "Nov 2024", endDate : null,
            responsibilities : [ "Find a job!" ]
        },
        reportingAnalyst :
        {
            title : "WFM Lead Reporting Analyst",
            employer : "Accenture Ltd (on assignment at Meta)",
            startDate : "Oct 2020",
            endDate : "Feb 2024",
            responsibilities :
            [
                "Own the roster for 400+ employees",
                "Process employee onboarding and attrition",
                "Ensure data safety and compliance",
                "Track employee issued hardware",
                "Own and maintain project databases",
                "Produce regular data reports and forecasts",
                "Develop on-site tools to improve efficiency",
                "Utilize Office365 to automate workflows",
                "Produce ad hoc data analysis & reports",
                "Use SQL to source & organize data in AWS"
            ]
            splurge :
            [
                "In this role, I was able to extensively learn and utilize
                Microsoft's PowerApps and PowerAutomate tools to rapidly
                drive major increases in project efficiency. During this time, I
                became quite proficient with Excel and Excel's PowerQuery
                to aggregate and analyze large sets of data."
            ]
        },
        contentReviewer :
        {
            title : "Ads Content Reviewer",
            employer : "Accenture Ltd (on assignment at Meta)",
            startDate : "Nov 2018",
            endDate : "Oct 2020",
            responsibilities :
            [
                "Review advertiser content and platforms",
                "Produce detailed and organized reports",
                "Work together to evolve platform policies",
                "Identify bad actor policy avoidance trends"
            ]
        },
        technicalArtist :
        {
            title : "Technical Artist",
            employer : "Tanzle Inc",
            startDate : "Nov 2014",
            endDate : "Oct 2017",
            responsibilities :
            [
                "Develop visual effects in the Unity engine",
                "Produce shaders using HLSL",
                "Produce control scripts using C#",
                "Develop AR effects for the zSpace tablet",
                "Provide visual effects for adjacent projects"
            ]
        }
    };
}
```