

# Tony Pacheco

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## TECHNICAL SKILLS

**LANGUAGES:** C#, Java, SQL (T-SQL), JavaScript

**FULL STACK:** ASP.NET Core/5 (MVC API/RazorPages/Blazor), MSSQL

**APP DEV:** Unity, Chrome-Extensions, Android Apps

**CLOUD OPS:** Azure, AWS, Google Cloud Platform, Git (GitLab, GitHub)

## WORK EXPERIENCE

### **Virtro Technologies** – *Backend Developer (Lead) / Systems Designer*

Jun 2019 – Jan 2022

- Designed & developed the REST API used by Unity simulations (.NET Core/5)
  - Client Authentication and Authorization (JWT)
  - Delegation of client access to third party services
- Designed & maintained the database which stores content & user data (SQL)
  - Normalized schema for data integrity & consistency while retaining efficient client access with indexes, views, and stored procedures
- Designed & developed the pipeline for Unity app deployment
  - Asset & build management + distribution via CDN in our Web Apps
- Led small dev teams in developing multiple applications
  - Internal CMS for game/simulation content (.NET Core MVC)
  - Client Portal for viewing simulation/learning data (Blazor)
  - Trained new hires and managed access to projects and resources
  - Helped newer devs develop their skills and learn our systems
- Deployed architecture across multiple environments & regions (Azure/AWS)
- Managed releases of Web Apps and coordinated releases of API with VR apps
- Communicated across teams/disciplines to find optimal design solutions
- Developed & maintained productivity tools (Chrome Extension)

### **Virtro Technologies** – *Software Developer Co-op*

Jan 2018 – Sep 2018

- Worked on multiple VR Games and NLP driven simulations in Unity

### **Below The Belt** – *Store Manager, Assistant Manager, Supervisor*

Sep 2013 – Oct 2015

## EDUCATION

### **British Columbia Institute of Technology** – *CST (with Co-op)*

Jan 2017 – Apr 2019

Computer Systems Technology (Diploma) – Graduated with Distinction (89% Avg.)