TRES SIMS

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PROFESSIONAL SUMMARY

Innovative and results-driven Software Engineer with a solid background in web applications and training simulations. Possesses three years of hands-on experience with JavaScript, Python, and C++ within the dynamic environment of a startup company. Skilled in server administration, containerization and documentation. Adept at collaborating with cross-functional teams to deliver high-quality software solutions that meet business objectives and fulfill customer requirements. Proven ability to thrive in fast-paced environments while continuously learning and adapting to new technologies and challenges.

PROFESSIONAL EXPERIENCE

Digital Anatomy Simulations for Healthcare   **Orlando, FL, USA**
Software Engineer   *February 2020 - March 2024*
- Developed, tested, and deployed a web application integrating engineering software with a website for interactive preview and customizing of 3D printed parts including a REST API in Python, a frontend in JavaScript.
- Organized the planning and development of a frontend for an internal employee help request form, utilizing GraphQL and ReactJS to seamlessly integrate with the Monday.com backend, resulting in streamlined request processing and improved operational efficiency.
- Developed VR (Oculus Quest) and AR (Microsoft Hololens) prototypes for interactive education solutions for doctors using Blueprints and C++ in Unreal Engine, enhancing realism and improving critical retention of lifesaving procedures.
- Managed company cloud infrastructure on AWS and self-hosted Ubuntu systems by writing shell scripts, running updates, and remediating software vulnerabilities.
- Collected and documented user feedback to inform and enhance product development sprints, ensuring user-centric improvements and increased product satisfaction

Independent   **Charleston, SC, USA**
Freelance Software Engineer   *April 2019 - Present*
- Spearheaded the development and deployment of a comprehensive link-shortening application utilizing ES6 tool chains including react for the frontend layer, Django for the backend layer, and PostgreSQL for data layer.
- Designed and deployed customized WordPress websites for various clients, encompassing theme customization, content creation with Adobe CC, web host management, and plugin development to meet specific business requirements and enhance user experience.
- Managed Unix/Linux servers on cloud platforms such as Contabo and AWS, overseeing firewall configurations, implementing robust backup solutions using, orchestrated deploying containerized and bare metal software, and conducting regular software updates to uphold high availability and security standards.

John's Wizard Dungeon Game Dev Team   **Orlando, FL, USA**
Gameplay Software Engineer   *January 2019 - April 2019*
- Led a team of five in the development and release of an innovative VR game on Steam, overseeing all aspects of the project from conception to launch. Coordinated task assignments, managed timelines, and ensured project milestones were met
- Spearheaded the overall design and implementation of the game, leveraging both C++ and Unreal Engine Blueprints to create a seamless and immersive user experience. Ensured that the game's mechanics, graphics, and interactivity were of the highest quality.
- Managed the integration of the game with Steam, ensuring compliance with platform requirements and optimizing the game's presence in the Steam store.

CERTIFICATIONS

Comp TIA Security +

EDUCATION

University of Central Florida   **August 2014 - April 2019**
Bachelor's, Emerging Media, Computer Science Minor   *GPA: 3.36*