

Software Developer/Producer Software Developer/Producer Software Developer/Producer Ramsey, NJ I started at All Things Media as inexperienced as one can be. In the 5+ years I'll worked with them, starting as a Junior Programmer, I've worked under some of the most talented individuals you can find in the tech industry. Being able to work first hand with these more experienced coworkers enabled me to take the opportunity to learn and hone in my skills over the years. After about 2 years, I was promoted to Software Developer/Producer at which point I was responsible for the largest application in the company (Mercedes-Benz). Some of my responsibilities include code updates (C#), debugging, content population and quality assurance. I also assisted programming on other big company projects such as Cadillac VR experience, eLearning initiatives for various clients, Toy-R-Us wounds, Mercedes Benz AMG Powerwall and various in company games. Work Experience Software Developer/Producer All Things Media LLC - Mahwah, NJ July 2013 to March 2019 Responsibilities with All Things Media include managing the pipeline for our Mercedes Benz application for iPads and tablets, working in Unity, code updates (C#, HTML, JSON, JavaScript, XML), debugging, content population and quality assurance. Assisted in programming and project management on other company projects such as Cadillac VR experience (debugging, set up new builds for QA), eLearning initiatives (creating virtual textbooks in Adobe Captivate), Toy-R-Us, Mercedes Benz AMG Powerwall (debugging, content population, managed pipeline and created builds for QA) and various in company games. Skills Languages - C# Unity HTML/CSS JSON Adobe Photoshop/Acrobat/Premiere/Captivate Education Chester Academy:, High School Regents Diploma 2007 Skills SQL, Git, Unity (4 years), C# (4 years), Programming Additional Information Familiar Programs - SQL Bitbucket GitHub Sourcetree CyberDuck TortoiseSVN Filezilla

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