

Software Engineer III Software Engineer III Software Engineer III - Dematic Corp Grand Rapids, MI
Work Experience Software Engineer III Dematic Corp - Grand Rapids, MI May 2019 to Present
Technical Lead on multiple projects for customers like AutoZone, GameStop and Walgreens
Managed tasks for team using JIRA and Confluence, keeping code source controlled with GIT
Mentored junior engineers during their onboarding process and delegated tasks to those on my
teams Software Engineer I & II Dematic Corp - Grand Rapids, MI May 2013 to May 2019
Customized Dematic's standard software for numerous customers including GameStop, Under
Armour, Peapod and Walmart Provided logistical solutions for warehouse materials handling
workers Configured and programmed SQL Servers to provide data solutions for materials handling
orders Researched and resolved bugs in C++, C#, SQL and Python Travelled to customer sites to
commission and configure Dematic's light hardware and voice systems Computer Science Learning
Center Coach Michigan Technological University - Houghton, MI September 2010 to May 2013
Aided students working on programming assignments Explained details regarding the syntax of C,
Java and C++ Advised students on different ways to perform tasks assigned Software Engineering
Internship GE Aviation - Houghton, MI May 2012 to August 2012 Followed company coding
standards and made documentation for varying types of software Ran tests on aviation software to
ensure correctness C# Developer Husky Game Development Enterprise - Houghton, MI September
2010 to May 2012 Developed innovative and visually appealing menu system for a 3D game
Became Lead Programmer in Husky Game Development Enterprise Backroom Inventory Associate
Wal-Mart - Houghton, MI May 2010 to October 2011 Worked with a team to make products
available to customers Unloaded merchandise from freight trucks and sorted products based on
department Team Leader Husky Game Development Enterprise - Houghton, MI September 2009 to
May 2010 Managed a team working with Microsoft's XNA Framework in C# Organized
Requirements Documentation by designing and structuring class layouts in Object-Oriented
paradigms Delegated tasks to individuals to divide the workload Released Arcane Brawlers on
Xbox Live Arcade Java Game Programmer / Artist Husky Game Development Enterprise -
Houghton, MI January 2009 to May 2009 Designed and programmed a Level with dynamic

difficulty Created 2D textures using Adobe Photoshop CS3 Education B.S. in Software Engineering Michigan Technological University - Houghton, MI May 2013 Skills .net, Microsoft Visual Studio (5 years), C# (2 years), C++ (4 years), Git (2 years), Html, Javascript (2 years), Php, Python, Svn (3 years), Mysql, Sql (6 years), Eclipse, Java (3 years), Linux, Css, Microsoft office (7 years), JSON (3 years) Additional Information COMPUTER SKILLS Proficient in C++, Java, SQL, Python, and C#. Familiar with C, HTML, Javascript, PHP, MySQL, CSS, .NET Framework. Source Control knowledge with SVN and GIT Programmed in both Linux and Windows environments using Eclipse and Microsoft Visual Studio. Proficient with Microsoft Office. Experienced in building, repairing and troubleshooting Windows based computers.

Name: Daniel Quinn

Email: pamela57@example.net

Phone: 329.963.2363