

Software Engineer Software Engineer Software Engineer Oakland Park, FL Experienced software engineer that enjoys working with motivated teams and constantly seeks to learn new techniques and technologies. Familiarity with the full life-cycle of a software development process including design, coding, testing, debugging, and maintenance. Work Experience Software Engineer Citrix January 2012 to December 2015 Worked both on a team and independently to implement multiple features utilizing C++ and C# for the front end along with SQL and Powershell scripting for the back end. ? Implemented a management feature to configure a reboot schedule to enable an admin to reboot all the machines within a XenDesktop farm ? Lead efforts to automate test verification of environmental integrity after using migration tools for the XenDesktop product ? Implemented and maintained the UI component for multiple features within a product-wide management console for the XenDesktop product ? Responsible for extending the UI of Microsoft's SCCM console to manage the XenApp product Install Engineer Citrix October 2011 to December 2011 Worked as a contractor for Citrix to resolve installer issues for existing products in the field. ? Coordinated inter-team actions to resolve a file versioning issue that prevented upgrading if a previous patch had already been installed Software Developer Full Sail University - Orlando, FL December 2010 to April 2011 <http://gameproject.fullsail.com/gpgames/index.php/2011/04/sheeple/> Worked closely on a small team (five programmers and two artists) to design and produce a game from scratch within 5 months. Responsible for designing and implementing the object manager, state manager, collision engine, in-game camera, and various gameplay mechanics. ? Spearheaded efforts to improve engine efficiency after a new gameplay mechanic created serious performance issues; changes increased framerate during gameplay on our targeted hardware from 20 FPS to 60+ FPS ? Assumed responsibilities for coordinating efforts with a group of audio engineers to implement the game's audio using the Wwise audio API Education Bachelor's in Game Development Full Sail University - Winter Park, FL July 2009 to April 2011 Skills C# (4 years), C++ (4 years), DirectX (Less than 1 year), Sql (4 years) Links <http://www.linkedin.com/in/robertmccaskey> Assessments Critical Thinking Expert July 2019 Using logic to solve problems. Full results: https://share.indeedassessments.com/share_assignment/ovrs8g6w0d5wafip Problem Solving

Expert July 2019 Measures a candidate's ability to analyze relevant information when solving problems. Full results: https://share.indeedassessments.com/share_assignment/vv7qfhixua3b7ogf
Indeed Assessments provides skills tests that are not indicative of a license or certification, or continued development in any professional field.

Name: Kimberly Nelson

Email: crawfordsonya@example.org

Phone: +1-917-361-3497