

Unity3D Developer Unity3D Developer Tampa, FL Work Experience Unity3D Developer Self Employed - Tampa, FL September 2016 to Present Follow online content to learn to develop in Unity3D Use Unity3D engine to deploy and develop games onto multiple platforms. Code using C# to develop unique features Attend meetup sessions to learn more about the industry and development cycle for video games Product Manager MyBuys.com - Ann Arbor, MI June 2015 to September 2016 Gather requirements from stakeholders (clients as well as internal stakeholders) on high priority feature requests. Design and prioritize features for our web reporting interface Design and prioritize features for our implementation tools. This includes backend data integrations as well as javascript beacon implementation. Received professional training on Agile development cycle. Experienced in scrum. Manager, Application Support Team MyBuys.com - Ann Arbor, MI July 2012 to June 2015 Ann Arbor, MI I Experienced quick professional development due to strong work ethic and demonstration of both coding and leadership skills at MyBuys Interview candidates for entry level and senior engineering and project management positions Manage priorities and set goals for a team of 10 engineers Mentor and train young engineers. Provide input on projects and help with creating client solutions Designed and developed a web dashboard interface where account managers can process simple tasks and view client health statistics across product modules Participate in senior leadership meetings to help communicate progress and discuss company strategy Designed and developed automated solutions to many various problems ranging from recognizing missing data feeds to tracking email volumes and list hygiene problems Sr. Application Support Engineer MyBuys.com - Ann Arbor, MI March 2010 to June 2012 Ann Arbor, MI Handle change-orders for clients using html, java, .vm technology, xml beans, javascript, css Develop and maintain ETL processes using Talend, java, xml, .tsv, .csv, SQL, Oracle, Perl, Linux Deal with client-facing issues concerning technical problems or changes Train incoming support engineers Investigate issues with product implementations using Unix, WinSCP, html, SQL developer, Talend. Perform code reviews of peer's work in perl and Talend as well as QA templates in html, javascript, css Teaching Assistant, Debugger Illinois State University - Normal, IL August 2008 to December 2009 Assisted teaching Java and Eclipse IDE for introductory class.

Debugged Java, Web Services, and C++ programs for students. Graded projects for introductory Java and Web Services class. Java Developer Intern Illinois State University - Riverwoods, IL June 2009 to August 2009 Worked on and completed a project currently in production at Discover. This project is an enterprise application that processes cycling accounts and determines, based on a variety of factors, whether or not an account is due for an increase or decrease in APR. Developed SQL queries in Teradata RDBMS. Coded and tested Korn shell scripts. Developed and tested Java code. Education B.S. in Computer Science Illinois State University - Normal, IL December 2009 Music Performance Chicago College of Performing Arts - Chicago, IL May 2007 Skills Unity (3 years), Javascript (6 years), HTML (9 years), Java (6 years), C# (3 years), Unity3D (3 years), Perl (6 years), Linux (9 years), SQL (6 years)

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