Implementation Engineer Implementation Engineer Software Engineer - Fast Enterprises Seattle, WA Authorized to work in the US for any employer Work Experience Implementation Engineer Fast Enterprises - Olympia, WA October 2017 to April 2019 VB.NET, T-SQL, FAST Version Control As an implementation engineer at the Washington revenue project, I delivered software solutions for business requirements by configuring the firm's proprietary software product. I was a key factor in delivering end to end implementation of several business activities My skills improved during this work include: Requirements gathering, project planning, scope definition and product deployment VB.NET implementation of business requirements by extending a proprietary product. T-SQL for developing complex reports as well as manipulating data in conjunction with VB.NET. SQL server administration in data security, auditing, data clean up, database backup and SQL server jobs. Implementation and optimization of batch and data warehouse processes VR Game Developer PerfOpt VR Technologies - Tempe, AZ December 2016 to May 2017 C#, C++, Unity 3D, Unreal Engine, Blender Program game interactions between the user and game environment using C# in Designed game layout, lighting, and overall game design. Develop game 3D models Unity 3D using 3DS MAX and Blender Project completion rate 30% faster than the group average Developed the companies first date saving system for our games by storing saved files locally Student Web Developer Salt River Project (SRP) - Tempe, AZ April 2016 to December 2016 C#, JavaScript, Angular, CSS, JQuery As a student developer, my responsibilities were to learn as much as possible about the industry and ASP.NET development. Developed SRPs mapping web application display of power outages and weather data. This was a larger undertaking and was a major project during my time at SRP. This mapping application is still being used and is a proud accomplishment. Worked in an Agile team to develop ASP.NET web application (C#, JavaScript, CSS, HTML) Worked with team lead to switch data binding framework from React to Angular JS Education Bachelor's Skills Java (4 years), Unity (3 years), C# (3 years), Visual Basic (1 year), VR Development (2 years), Python (1 year), .NET (1 year), Game Development (3 years), Visual Studio (4 years), Eclipse (3 years), Javascript, C, Computer Science, Angular, Embedded Software, NET, MySQL, ASP, Android, Git Links http://MahoneyHenry.com Certifications/Licenses

Driver's License

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