

	Weston J. Marshall
Portfolio	<a href="https://westonjmarshall.github.io/">https://westonjmarshall.github.io/</a>
Contact	<b>Phone:</b> 860 302 3608 <b>Email:</b> marshalljweston@gmail.com
Objective	<p>I am a T shaped developer. I have a wide range of skills from my experiences and education, with strong interests in low level graphics, high level website and game design, and python scripting. However I have drilled down the strongest with C# and .Net, my favorite language and platform. I am looking to continue to expand my width on a variety of topics while also drilling down on and sharing my strong C# skills.</p>
Education	<b>Bachelor of Science:</b> Game Design and Development <b>Bachelor of Science:</b> Applied Modern Languages and Culture, Japanese <b>University:</b> Rochester Institute of Technology, Rochester, New York - Summa Cum Laude
Skills	<b>Web:</b> C# 11, .Net7.0, Blazor, HTML5, CSS, JavaScript, Vue.JS <b>Games and Graphics:</b> Python, C++, C#, HLSL, DirectX, Unreal 4, Unity, MAYA <b>Productivity:</b> Source Control, Git, Agile Development, Jira, Photoshop
Work	<b>KeySource:</b> Applications Developer <b>Dates:</b> August 2022 - Present <b>Description:</b> Multifaceted development role that allows my breadth of knowledge to shine. Projects come from a Blazor based code repository, including leading a full remake of the customer facing website & storefront - Development time of ~5 months where nearly all front end design, and about a third of the connected backend systems were designed and written by me. A fully in house built CRM for our sales representatives - Again I wrote and designed the front end and orchestrated consistent meetings with stakeholders to efficiently develop the product the company needed. This role working with a code base that is built majorly off proudly in-house software allowed me to explore and write our own security, CI/CD, human-centered design, large data management, and more.
	<b>M&amp;T Bank:</b> Software Developer <b>Dates:</b> July 2021 - August 2022 <b>Description:</b> Key member of a diverse team of software developers and bank business admins who support the general ledger mainframe and handle Oracle Hyperion databases and financial reporting. In my time I have developed automation tools for archiving, GitLab CI/CD pipelines that the entire team now uses, and fully led the creation of a web based services management page. I also played a role in the creation of the first annual M&T Hackathon as part of the design committee, as well as created coding challenges for incoming interns to complete.
Projects	<b>Hyperion Management Site:</b> A Blazor and .Net 6.0 web application that connects 104 M&T Bank financial planning and reporting servers together to provide a front end user interface for tasks, services, and server information and manipulation. Built over a 7 month period using agile methodologies and a custom built CI/CD GitLab pipeline with basic unit tests and validation included. I acted as the project lead and was the primary point of contact connected to the application.
	<b>Dungeon Display:</b> An intuitive RPG map making and map roleplaying app. Created in Unity and published on Steam as a passion project. Comes with full support for online multiplayer through code built off of the Steamworks and Facepunch APIs, allowing players to easily invite Steam friends to their games. Allows map makers to set up maps using any 2D assets they wish to import into the game, toggle functional pieces on the map, and place character and object tokens anywhere. Includes a shadow generation tool where map makers can quickly create both concave and convex shapes to cast shadows in their maps. Shadows update dynamically during play.