

B Drake

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SOFTWARE DEVELOPMENT SKILLS

Languages: (more exp) Python, SQL, Java, C++, HTML, CSS (less exp) jQuery, C#, ASP.NET Core MVC, Lua, batch

Tools: Visual Studio, SQL Server, Jira, ServiceNow, Git, Bitbucket, Excel, Docker, AWS, Trello, Perforce

CERTIFICATIONS

AWS Certified Cloud Practitioner

Validation Number: 59R8M8TCWNVQQ4GV

May 2023 – May 2026

EDUCATION

BS (Bachelor of Science) in Computer Science & Software Engineering - 3.88 GPA

Magna Cum Laude from the University of Washington

June 2016

SOFTWARE DEVELOPMENT EXPERIENCE

Clearing Systems Support Engineer @ ABN AMRO Clearing Chicago

April 2018 – February 2023

Trade Capture System (live proprietary data processing system)

- Elicited feature requirements from business users, then designed & coded solutions in Python/SQL
- Investigated/debugged production code issues, then coded both short- and long-term solutions
- Primary programmer of in-house Python libraries to standardize common/complex operations and error-handling
- Mentored new team members on team processes, our technology stack, and problem-solving strategies

Web Content Layout Coordinator @ Washington State Jewish Historical Society

November 2017 – April 2018

History Exhibit (website)

- Collaborated with clients to translate abstract goals into concrete designs with a focus on user experience
- Implemented new exhibit pages within the website's existing Firespring framework

Software Engineer @ UpTop

September 2017 – October 2017

Internal Portal for Fortune 50 Company (web app for PC, Surface)

- Programmed pages and features with HTML, CSS, jQuery, SQL, C#, and ASP.NET Core MVC
- Planned and implemented a project-wide taxonomy change to the live production environment

Lead Software Engineer & UX Researcher (internship) @ Digital Future Lab

June 2015 – June 2016

Hug The Line (game software prototype for PC, Mac)

- Collaborated with an agile, multidisciplinary 12-person team to design the proof of concept's mechanics
- Pair programmed all game elements in Java on top of a rudimentary game engine using OOP
- Improved engine by adding a visual layering system, and coded a library enabling the creation of similar games
- UX: Designed and ran user tests to validate UI & mobile touch controls for potential future development

Multiplayer Game Designer @ 343 Industries/Microsoft Games

June 2012 – September 2012

Halo 4 (game software for Xbox 360)

- Scripted classic multiplayer game mode logic via proprietary scripting language
- Designed and scripted customization options for multiplayer game modes
- Organized the wording and layout of the multiplayer menus with a focus on user-friendliness

- Facilitated regular user tests for multiplayer modes and parsed feedback for further development

Technical Game Designer @ Warner Bros. Games

July 2007 – November 2011

Guardians of Middle-Earth (game software for PS3, Xbox 360)

- Suspected there would be user issues with the complexity of a system detailed in the design document; proactively obtained permission to carry out low-budget internal user testing which verified the issues.
- Adjusted the system's design in accordance with user testing feedback, then verified the improvement via further user testing, thus avoiding the greater costs needed to pivot post-implementation.
- Collaborated with UX and UI designers to architect inventory menu navigation and interface

Lord of the Rings: War in the North (game software for PS3, Xbox 360, PC)

- Designed enemy gameplay and artificial intelligence, then implemented both using Lua / XML
- Redesigned design team's production pipeline to use shared templates, significantly increasing efficiency
- Scripted systems enabling level designers to control enemy behavior and audio designers to tune SFX
- Took on project management and animator responsibilities as needed when team was overbooked