B Drake · Software Developer

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SOFTWARE DEVELOPMENT SKILLS

Experienced: Python, SQL Server, Java, OOP, Cross-Functional Collaboration, Requirements Elicitation, Process Improvement, Documentation, Visual Studio Code, Excel, Mentoring

Familiar: Git, HTML, CSS, Unit Testing, Pair Programming, API's, UX, Agile, Docker, Terraform, AWS, jQuery, Lua, C#, C++, Batch, ASP.NET Core MVC, Jira, ServiceNow

PROFESSIONAL EXPERIENCE

Clearing Systems Support Engineer @ ABN AMRO Clearing Chicago   Apr 2018 – Feb 2023
Trade Capture System (live proprietary data processing system)
- Elicited feature requirements from business users, then designed & coded solutions in Python/SQL
- Investigated and debugged production problems, then coded both short- and long-term solutions
- Programmed 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
- Became the go-to source for Python advice and assistance both in and outside my team

Web Layout Coordinator (consultant) @ Washington State Jewish Historical Society   Nov 2017 – Apr 2018
History Exhibit (website in Firespring framework)
- Collaborated with clients to translate abstract goals into concrete designs with a focus on user experience

Software Engineer (contract) @ UpTop   Sep 2017 – Oct 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

Lead Software Engineer & UX Researcher (internship) @ Digital Future Lab   Jun 2015 – Jun 2016
Hug The Line (game software prototype for PC, Mac)
- Pair programmed all game elements in Java on top of a rudimentary game engine using OOP
- Added a visual layering system to the engine and coded a library enabling the creation of similar games

[Returned to College for CS Degree from April 2013 thru June 2016]

Multiplayer Game System Designer (contract) @ Microsoft Games   Jun 2012 – Sep 2012
Halo 4 (game software for Xbox 360)
- Scripted classic multiplayer game mode logic and customization options via proprietary scripting language
- Organized the hierarchy & phrasing of multiplayer menu options, focusing on intuitiveness & accessibility
- Facilitated regular user tests for multiplayer modes and parsed feedback into actionable changes

Technical Game System Designer @ Warner Bros. Games   Jul 2007 – Nov 2011
Guardians of Middle-Earth (game software for PS3, Xbox 360)
- Proactively ran low-budget internal user testing to verify problems in a design before implementation, then did further user testing to verify an improved design, preventing a more costly pivot later
Lord of the Rings: War in the North (game software for PS3, Xbox 360, PC)
- Designed enemy gameplay and artificial intelligence, then scripted both using Lua / XML
- Improved the design team's scripting efficiency by developing standardized templates for scripted entities
- Took on project management & animator responsibilities when team was overbooked in the final stretch

CERTIFICATIONS

AWS Certified Cloud Practitioner
VN: 59R8M8TCWNVQQ4GV
Valid May 2023 – May 2026

EDUCATION

BS in Computer Science & Software Engineering
Magna Cum Laude from University of Washington
3.88 GPA   Sep 2014 – Jun 2016