

CURRENT ADDRESS

3745 Fiebrantz Drive
Brookfield, WI, 53005
262-794-2959

LINKS & PORTFOLIO

EvanBecker.com
Github.com/Beckerej
LinkedIn.com/in/EvanBeckerdotcom

OBJECTIVE:

Software Engineer experienced with 3D applications, DevOps (Unix and Windows), .NET, IoT, Data Science and ML, DCaaS, and Full-stack Development.

EDUCATION:

University of Wisconsin-Milwaukee, Milwaukee, WI
B.S. Computer Science, Spring 2018

WORK EXPERIENCE:**Micro Encoder, Kirkland, Washington**

Software Engineer, August 22, 2018 – currently employed

- Development of software for Mitutoyo metrological technologies, both CNC CMMs and Vision Measuring Machines (QuickVision Systems)
- 3D Engine, Model Importing, and View Development
- IPC, Networking, Threading, and Asynchronous Programming
- Agile/Scrum practices, including daily stand-ups, planning, retrospectives, and backlog grooming
- Strict testing environment involving unit testing, integration testing, macro testing, and UI testing.
- Followed design patterns such as MVVM, SOLID principles, State, Strategy, Factory, etc.
- **Utilized:** 3D, C# / .NET, C++, Prism, Unity, HOOPS, WPF, Core, Framework, NUnit, TFS, Docker, NuGet, MSBuild, Installer, Build and Release Agents, Powershell, Mitutoyo Products

Stack41, Milwaukee, Wisconsin

Software Engineer, January 1, 2018 – August 15, 2018

- Data Center as a Service (DCaaS)
- Virtualization for clients for private cloud spaces
- Worked on creating a web dashboard for clients to access and control VMs, including noVNC
- Data Analysis and Statistics; ML on Big Data, including graphing and visualization
- Circuit Design and prototyping
- Networking and Data Center Infrastructure
- Agile/Scrum practices
- **Utilized:** Python, Bash, Docker, JavaScript, PHP5&7, NGINX, Apache, Proxmox, noVNC, Virtualization, SQL, PostgreSQL, Git, Gitlab, REST APIs

University of Wisconsin-Milwaukee, Milwaukee, Wisconsin

Full-Stack Software Engineer, January 1, 2016 – January 30, 2018

- Co-Researcher with Professor Jacques du Plessis (of the University of Wisconsin-Milwaukee)
- Full-Stack Development of an application used for the blind in Africa to learn new languages
- Development of an audio-only platform for the blind community, particularly those in underprivileged areas such as Africa, to learn new languages
- Research on the blind for UX/UI decisions
- A mobile app written in React Native
- **Utilized:** LAMP, JavaScript, Node, NPM, PHP5&7, Python, Bash, React Native, Apache, MySQL, Git, BitBucket, HTML5/CSS3, CSS Pre-Processors, REST API

PRO-CAST, INC, Brookfield, Wisconsin**Full Stack Web Developer, June 2014 – October 2015**

- Designed 2 Websites
- Product Photography
- Line Drawings & CAD
- Marketing & Excel work
- **Utilized:** WordPress, Bootstrap, Adobe Suite Products, Microsoft Products

FREELANCING & SIDE PROJECTS:**Tower Defense – Under development**

A tower defense game written in Unreal Engine 4 and C++ inspired by Line Tower Wars.

Git: <https://gitlab.com/evanbecker/td>

TheRyanLawOffice.com - 2017

Designed a website for the Ryan Law Firm in Brookfield, Wisconsin.

Url: <http://theryanlawoffice.com/>

Git: <https://github.com/beckerej/RyanLawOffice>

Kinder Morgan Inventory Tracker - 2016

Created an Inventory Tracker for Kinder Morgan to use for operators to track their inventory data more reliably.

Git: <https://github.com/beckerej/Kinder-Morgan---Inventory-Tracker>

Trippy Flappy - 2014

My first published application and game was a Flappy Birds clone I wrote in high school.

Url: <http://tinyurl.com/y53nekjt>

Limelight Amplification – 2013-2014

Engineered CAD blueprints for a guitar amplifier chassis, which was later cut in bulk at Wisconsin Metal Parts.

Url: <http://tinyurl.com/y4ltry6p>

Canine Cupids - 2013

Volunteered to update the website for a dog rescue and home shelter in Milwaukee.

Url: www.caninecupids.org