EVAN BECKER

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CURRENT ADDRESS
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LINKS & PORTFOLIO
EvanBecker.com
Github.com/Beckerej
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OBJECTIVE:
Software Engineer experienced with 3D applications, DevOps (Unix & 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 and Scene Development
- Covered for our DevOps engineer during maternity leave after being trained by her; Various work and training such as TFS, Docker, Mattermost, Confluence, and build servers (physical and VMs)
- Work on the Windows Installer, localization, and packaging dependencies
- 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, ACIS, HOOPS, WPF, Core, Framework, NUnit, TFS, Docker, Mattermost, Confluence, 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, Alpine, CentOS, Apache, Proxmox, noVNC, Virtualization, SQL, PostgreSQL, Git, Gitlab, Atlassian Products, 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 from 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
- 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 APIs

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*
- Tower Defense game, inspired by Line Tower Wars, a Warcraft 3 custom game
- Plans for both Desktop (Windows & macOS) and Mobile platforms (Android & iOS)
- **Utilized:** C++, Unreal Engine 4
- **Git:** Gitlab.com/EvanBecker/TD

TheRyanLawOffice.com - 2017
- Designed a website for the Ryan Law Firm in Brookfield, Wisconsin
- **Utilized:** Bootstrap, HTML5, CSS3
- **Url:** TheRyanLawOffice.com
- **Git:** Github.com/Beckerej/RyanLawOffice

Kinder Morgan Inventory Tracker - 2016
- Designed an Inventory Tracker for Kinder Morgan
- Used to help operators track their inventory more precisely
- **Utilized:** SQL, PHP, JS, Bootsrap, HTML5, CSS3
- **Git:** Github.com/Beckerej/Kinder-Morgan---Inventory-Tracker

Trippy Flappy - 2014
- My first published application and game
- Published on Google Play Store
- Was also available on my website for Windows
- A "Flappy Birds" clone
- **Utilized:** Game Maker Studio, GML, Android, Google Play
- **Url:** Tinyurl.com/y53nekjt

Limelight Amplification – 2013-2014
- CAD blueprints for chassis of guitar Amplifier
- Reverse engineered an Amplifier using digital calipers
- Later cut in bulk at Wisconsin Metal Parts.
- **Utilized:** AutoDesk Inventor, AutoDesk AutoCAD
- **Url:** Tinyurl.com/y4ltry6p

Canine Cupids - 2013
- Volunteered to update their website
- Dog rescue and home shelter in Milwaukee.
- **Utilized:** WordPress, HTML
- **Url:** CanineCupids.org