

Evan Becker | Software Engineer

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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 — B.S. Computer Science

Spring 2018

Experience

Software Engineer — Micro Encoder, Kirkland, WA

Aug 2018 — Current

- Development of software for Mitutoyo metrological technologies, both CNC CMMs and Vision Measuring Machines (QuickVision Systems)
- Worked as a DevOps engineer during staff absences, including a global leadership role
- Built the 3D scene framework; Including engine, renderer, model importing, and view development in 3D space
- Work with IPC, Networking, Threading and Asynchronous Programming
- Followed agile and scrum practices; Following daily stand-ups, planning, retrospectives, and backlog grooming meetings
- Work with the execution engine and API, controlling Mitutoyo CMMs
- **Utilized:** 3D, C#, .NET (Framework, Core, and Standard), CLR, C++, Prism, Unity, Castle Proxy, NUnit, HOOPS, WPF, TFS, Docker, NuGET, MSBuild, Windows Installer, Build and Release Agents, PowerShell

Software Engineer — Stack41, Milwaukee, WI

Jan 2018 — Aug 2018

- Servicing clients in the Data Center as a Service (DCaaS) space
- Virtualization and routing of cloud spaces
- Worked on creating a web dashboard for clients to access and control VMs, including direct SSH access through VNC
- Data analysis and statistics; Machine learning on “Big Data”
- Data visualization and graphics
- Circuit design and prototyping
- Networking and data center infrastructure
- Followed agile and scrum practices
- **Utilized:** Unix, BSD, Bash, Python, Docker, JavaScript, PHP, NGINX, Apache, Proxmox, noVNC, SQL, PostgreSQL, Git, Gitlab, REST APIs

Software Engineer — University of Wisconsin-Milwaukee, Milwaukee, WI

Jan 2016 — Jan 2018

- Co-researcher with professor Jacques du Plessis of UW-Milwaukee
- Full-stack development of an audio-based application used for the blind in underprivileged areas to learn new languages
- Research on UX decisions, particularly for the blind community
- Developed REST APIs, built for both user and content creation
- Wrote a mobile application to increase accessibility further
- **Utilized:** LAMP, JavaScript, Node JS, NPM, PHP, Python, Unix, Bash, React Native, Apache, MySQL, Git, BitBucket, REST APIs, HTML/CSS

Full-Stack Web Developer — PRO-CAST, INC, Brookfield, WI

Jan 2014 — Nov 2015

- Designed 2 e-commerce websites
- Photographed, edited, and uploaded products to websites
- Developed CAD for products and uploaded to websites
- Marketing and data analysis
- **Utilized:** WordPress, Bootstrap, Adobe Suite Products, Microsoft Products

Notable Freelancing & Side Projects

Ray Marching Renderer — Under Development

A ray marcher (sphere tracer) built using Unity, OpenGL, and WebGL, to understand fractals and other geometrical rendering strategies.

Git: [GitHub.com/Beckerej/Raymarch](https://github.com/Beckerej/Raymarch)

Tower Defense — Under Development

A tower defense video game written in Unreal Engine 4 and C++.

Git: [GitLab.com/EvanBecker/TD](https://gitlab.com/EvanBecker/TD)

TheRyanLawOffice.com — 2017

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

Kinder Morgan Inventory Tracker — 2016

Created an inventory tracker for Kinder Morgan to use for operators to track their inventory status and track data more reliably.

Git: [GitHub.com/Beckerej/Kinder-Morgan---Inventory-Tracker](https://github.com/Beckerej/Kinder-Morgan---Inventory-Tracker)

Trippy Flappy — 2014

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

Git: [GitHub.com/Beckerej/Kinder-Morgan---Inventory-Tracker](https://github.com/Beckerej/Kinder-Morgan---Inventory-Tracker)

Limelight Amplification — 2013-2014

Engineering and design on CAD blueprints for a buitar amplifier chassis, which was later cut in bulk at Wisconsin Metal Parts

Canine Cupids — 2013

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