Douglas Thompson

douglas.a.thompson@gmail.com
https://brainscrape.github.io/
https://github.com/brainscrape
(832) 563-5242

OBJECTIVE

Obtain a challenging position as a software developer which will allow me to utilize my desire to learn and apply my ever expanding knowledge of computer science to create software in a production environment.

EXPERIENCE

High School Mathematics Teacher   2014
Onalaska Jr/Sr High, Onalaska, TX

- Taught most secondary grade levels and worked with students in presentation, group, and independent formats as necessary for their academic and emotional development
- Collaborated heavily with administration, parents, and the community to ensure the continued success of students

Software Engineer   2011-2013
cPaperless, Dallas, TX

- Soley responsible for development of the company's flagship product written in C++
- Wrote multiple independent and supporting programs plugins for the Microsoft Office Suite and Silverlight based websites using C#
- Interacted with clients to discuss additional features, general troubleshooting issues, and to help reproduce and eliminate bugs within the software
- Remotely helped and taught other developers

MIS Manager   2005-2008
Splashtown, Spring, TX

- Occasionally developed web based supporting software using HTML and Javascript
- Taught and assisted employees of all ages with technology related tasks
- Taught and trained support I. S. staff when hired
- Responsible for employment day-to-day management of MIS personnel and general park-wide employee management
- Communicated with corporate offices and other parks about corporation wide technology related issues and decisions
- Worked as a consultant following employment to help train and transition new staff

Grounds Quality Supervisor   2001-2005
Splashtown, Spring, TX

- Responsible for employing, scheduling, and otherwise managing grounds personnel

EDUCATION

Bachelor of Science, Computing Science
Sam Houston State University, Huntsville, TX, May 2014
Major: Computer Science

RELATED EXPERIENCES	Tutored for mathematics and computer science inside and outside of my job as a public school teacher
TECHNOLOGY	C#, C, C++, Java, Git/Mercurial, Actionscript/Haxe, Linux, Vim Moderate experience with various languages such as F#, Objective Caml, Javascript, Python, PHP, LISP, SQL, Bash, HTML/CSS/XML/XLST
SKILLS	Object Oriented Design, Dependency Management, Unit Testing, Dependency Injection, Design Patterns, Version Control