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| Richard H. Canada, Jr. | rich.canadajr@gmail.com |
| **Education** | | |

**University of Wisconsin Stout – Menomonie, WI 09/10 –12/14**

*B.S. Game Design & Development, Computer Science – Concentration*

*B.S. Applied Math and Computer Science, Software Development – Concentration*

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| **Experience** |

**PeopleNet 01/15 – Present**

*Software Engineer I*

* Associate gaming technologies to trucking simulator.
* Develop new features for Android platform.
* Responsible for creating release images for new devices.
* Utilize Xamarin Android to port legacy device code to Android platform.
* Port existing web code to utilize Microsoft Azure services.
* Assist 3rd party developers with product questions.
* Cross train senior and junior developers in builds, 3rd party plugins, and Android.
* Provide guidance and lead interns as well as new hires.
* Improve versioning and automated build system.

**Maverick Software Consulting – PeopleNet 06/14 –12/14**

*Software Engineer Intern*

* Fixed software bugs on legacy platforms.
* Diagnose and write reports on RMA devices.
* Developed features on Windows 7 tablet devices using C#, .NET, and WPF.

**Maverick Software Consulting – Menards 05/13 – 05/14**

*Software Engineer Intern*

* Developed CMS grid pages utilizing JQuery.
* Created design documentation for upcoming changes and features.
* Assist mid-level developers in front end development of web features.

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| **Game Development Experience** |

**DeFragged07/14 – 12/14**

*3D Multiplayer FPS Independent Study developed in Unreal Engine 4*

* Explore relationship between dedicated game servers and their clients.
* Developed gameplay and multiplayer systems using C++.
* Organize small team using agile and scrum practices.

**Spirit Invasion09/13 – 05/14**

*3D 3rd Person Arcade Flight game developed in Unity*

* Developed camera and dialogue game systems.
* Assisted with physics and gameplay programming.
* Organized public testing group to gather gameplay feedback.
* Designed overall gameplay flow.

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| **Technical Skills** |

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| **Exceptional:**   * C# / .NET * Python * WPF/WCF * Win Mobile | * Android * Xamarin * Client/Server Systems * Java | **Experienced:**   * ASP.NET * JQuery * MS Build Systems | * Unreal Engine 4 * Unity 5 * Django * C++ |