CHRIS **BARILL**

chris.barill@onmail.com
304-376-0150

chrisbarill.com
linkedin.com/in/chrisbarill
github.com/cbarill2

SKILLS

- **Programming Languages**: C++, Python, SQL (SQL Server, MySQL), VB .Net, Java, C#, XML
- **Tools**: Visual Studio, VS Code, SQL Server Management Studio (SSMS), GitHub, Eclipse, MySQL Workbench

WORK EXPERIENCE

IMPLEMENTATION CONSULTANT   FAST ENTERPRISES, LLC   SEP 2017 – MAR 2022

TECH STACK: VB .NET, VISUAL STUDIO, SQL SERVER, SSMS, XML

PROJECT: ILLINOIS TAX   **APR 2021 – MAR 2022**

- Supported implementation of Audits in the Department of Revenue's installation of FAST's tax administration software, GenTax, by gathering requirements, analyzing business processes, and designing, developing, and testing solutions.
- Improved quality and performance of file generation code for the Collections area's interface files by utilizing FAST's core file processing libraries and refactoring to adhere to coding standards.

PROJECT: MISSISSIPPI TAX   **SEP 2017 – APR 2021**

- Reduced daily file generation time by 80% (16 minutes) by reorganizing data and utilizing multi-threaded batch processing.
- Supervised a team of four direct reports, assigning tasks, providing actionable feedback, mentoring, and completing annual performance evaluations.

IMPLEMENTATION CONSULTANT   ENLIGHTENED, INC   MAY 2016 – SEP 2017

Subcontractor to Fast Enterprises, LLC

TECH STACK: VB .NET, VISUAL STUDIO, SQL SERVER, SSMS, XML

PROJECT: DISTRICT OF COLUMBIA TAX

- Reviewed XML Schemas to implement electronic filing through the IRS.
- Developed a new integration with US Bank, so thousands of underbanked taxpayers can receive their tax refund on a prepaid debit card instead of direct deposit or a paper check.

INTEGRATION ENGINEER   EPIC SYSTEMS CORPORATION   APR 2014 – APR 2016

TECH STACK: CACHE OBJECTSCRIPT, M, XML, HL7

- Designed and developed interfaces between Epic's electronic health record software and third-party systems, such as registration systems and radiology devices.
- Wrote an XML interface for clinical correspondence regarding over 2.8 million patients.

EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE WEST VIRGINIA UNIVERSITY
MINOR IN PHYSICS **MAY 2013**

PROJECTS

MANGOS SERVER CHARACTER INFO TOOL PYTHON, MYSQL
Source code not hosted online More Info: https://chrisbarill.com/wowarmory

A graphical tool for viewing character information on a local MaNGOS server (open-source World of Warcraft server emulation software). Uses Tkinter for the GUI and MySQL database connector to retrieve data.

MINECRAFT CHARACTER SWAP PYTHON
Source code not hosted online

A command line tool to support having multiple characters, with different inventories and locations, on a single account for a local server (Minecraft: Java Edition only). Works by moving and renaming player data files, with guardrails to prevent loss of data, for example by accidental overwriting or deletion. Configurable to query the Mojang API.

SIMPLE DUNGEON GAME C++ (SFML)
https://github.com/cbarill2/SimpleDungeonGame

A tile-based, turn-based RPG with simple mechanics to digitize tabletop gaming for kids. It features a procedurally generated game board with animated "programmer art" sprites, multiple attack choices, drag-and-drop dice, and numerous enemies to defeat.

PONG C++ (DIRECT2D)
https://github.com/cbarill2/Direct2DPong
Re-creation of the game Pong with a bouncing ball and 2 opposing paddles, which can be moved independently using one keyboard (W and S to move the left paddle and the up and down arrow keys to move the right paddle).

FIRST PERSON 3D PROJECT JAVA (LWJGL)
https://github.com/crippledrat/LearningLWJGL
Basic 3D space with a first-person camera.