CHRIS BARILL

cbarill2@mix.wvu.edu
304-376-0150

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

SKILLS

- Languages: VB.net, C++, Java, Cache/M, Python, Lisp, C#, XML, HTML, CSS, SQL (SQL Server, MySQL)
- Tools: Visual Studio, SQL Server Management Studio, VS Code, Eclipse, MySQL Workbench

EXPERIENCE

TEAM LEAD — FAST ENTERPRISES, LLC

TECHNOLOGIES: VB .NET, SQL, XML — **MAY 2019 – PRESENT**

- Manage a team of 3 Implementation Consultants supporting MARS, the Mississippi Department of Revenue's implementation of FAST's GenTax software.
- Research, prioritize, and delegate tasks.
- Review code changes for adherence to FAST coding standards.
- Mentor my team members to encourage their professional growth and development.
- Complete annual performance reviews and give actionable feedback.

IMPLEMENTATION CONSULTANT — FAST ENTERPRISES, LLC

TECHNOLOGIES: VB .NET, SQL, XML — **SEP 2017 – PRESENT**

- Maintain, extend, and improve MARS by researching issues to find root causes and implement solutions.
- Reduced daily file generation time by 80% (16 minutes) by reorganizing data and utilizing multi-threaded processing.
- Added support for disbursement of COVID-19 relief payments to 30,000 businesses across Mississippi.

IMPLEMENTATION CONSULTANT — ENLIGHTENED, INC

TECHNOLOGIES: VB .NET, SQL, XML — **MAY 2016 – SEP 2017**

Subcontractor to Fast Enterprises, LLC

- Worked with the District of Columbia Department of Revenue on its implementation of GenTax, MITS.
- Reviewed XML Schemas to implement electronic filing through the IRS.
- Developed a new integration with Bank of America, so thousands of underbanked taxpayers can receive their tax refund on a prepaid debit card instead of direct deposit or a paper check.
- Helped implement fraud detection to stop fraudulent refunds, potentially saving millions of dollars per year.

INTEGRATION ENGINEER — EPIC SYSTEMS CORPORATION

TECHNOLOGIES: CACHE/M, XML, HL7 — **APR 2014 – APR 2016**

- 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: PHYSICS   **MAY 2013**

PROJECTS

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 will feature a procedurally generated game board with monsters to defeat, prisoners to rescue, and treasure to collect. I got this idea very recently, so I've barely started it. I plan to have a working prototype on GitHub soon.

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). This is a work-in-progress.

3D PROJECT   JAVA (LWJGL)
https://github.com/crippledrat/LearningLWJGL
Basic 3D space with a first-person camera. There is also some code for procedural generation of a simple action-adventure dungeon (from before I switched it to 3D), but I never completed rendering for it. Though incomplete, this shows my understanding of object-oriented programming and project structure.