

CHRIS BARILL

chris.barill@onmail.com

304-376-0150

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

SKILLS

- Languages: VB.net, SQL (SQL Server, MySQL), Python, C++, Java, Lua, XML
- Tools: Visual Studio, SQL Server Management Studio, VS Code, Eclipse, MySQL Workbench

EXPERIENCE

IMPLEMENTATION CONSULTANT

FAST ENTERPRISES, LLC

TECHNOLOGIES: VB .NET, SQL, XML

PROJECT: ILLINOIS

APR 2021 – MAR 2022

- Support implementation of Audits in the Department of Revenue's installation of FAST's tax administration software, GenTax.
- Update and refactor file generation code for the Collections area's interface files to adhere to FAST standards and improve performance and code quality.

PROJECT: MISSISSIPPI

SEP 2017 – APR 2021

- 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

PROJECT: DISTRICT OF COLUMBIA

MAY 2016 – SEP 2017

Subcontractor to Fast Enterprises, LLC

- Worked with the Office of Tax and Revenue on its implementation of GenTax, MITS.
- 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.
- 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
MINOR IN PHYSICS

WEST VIRGINIA UNIVERSITY
MAY 2013

PROJECTS

MANGOS SERVER CHARACTER INFO TOOL

PYTHON

Source code not hosted online

A tool for viewing character and account information on a local MaNGOS Zero server (an open source World of Warcraft server emulation software)

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).

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. 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 3D rendering for it.