|  |  |
| --- | --- |
| Chris Barill  [chris.barill@onmail.com](mailto:chris.barill@onmail.com)  304-376-0150 | [chrisbarill.com](https://www.chrisbarill.com)  [linkedin.com/in/chrisbarill](https://www.linkedin.com/in/chrisbarill)  [github.com/cbarill2](https://www.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 | May 2016 – Sep 2017 |
| Project: District of Columbia |  |

|  |
| --- |
| 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 | West Virginia University |
| MINOR in Physics | May 2013 |

# Projects

|  |  |
| --- | --- |
| MaNGOS Server Character Info Tool | Python |
| Source code not hosted onlineA 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 onlineA 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. | |