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| Chris Barill  [cbarill2@mix.wvu.edu](mailto:cbarill2@mix.wvu.edu)  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

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| * 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

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| 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 |

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| * 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. |

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| Implementation Consultant | Enlightened, InC |
| Technologies: VB .Net, SQL, XML | May 2016 – Sep 2017 |

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| 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. |

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| Integration Engineer | Epic Systems Corporation |
| Technologies: Cache/M, XML, HL7 | APR 2014 – APR 2016 |

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| * 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

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| Bachelor of Science, computer Science | West Virginia University |
| MINOR: Physics | May 2013 |

# Projects

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| 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. | |