

****Evan Odabashian****

Software Engineer

Contact Information:

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Summary:

Experienced Software Engineer with a strong background in C++, C#, OpenGL, IOS development, DirectX, and Android development. Currently employed as a Software Engineer at Tech Soft 3D, a leading computer software company based in San Francisco, California.

Professional Experience:

****Software Engineer****

Tech Soft 3D | San Francisco, CA, USA | Dec 2019 - Present

- Developing and implementing software solutions using C++, C#, OpenGL, DirectX, IOS, and Android.
- Collaborating with cross-functional teams to design, develop, and maintain high-quality software products.
- Troubleshooting and resolving complex technical issues.

Industry: Computer Software

Company: Tech Soft 3D

Location: San Francisco, CA, USA

Website: techsoft3d.com

Size: 51-200 employees

Founded: 1996

Skills:

- Programming Languages: C++, C#
- Graphics APIs: OpenGL, DirectX
- Mobile Development: IOS, Android

Education and Certifications:

- [Bachelor's Degree in Computer Science] (if applicable)

Technical Proficiencies:

- Operating Systems: Windows, Linux, macOS
- Version Control: Git
- Tools: Visual Studio, Xcode, Eclipse

Languages: English (Fluent)

Location: San Francisco, CA, USA

Region: California, North America

****GitHub:**** github.com/eodabash

- Repositories: 8
- Forks: 0
- Stars: 0

Interests:

- Computer graphics
- Game development
- Open source software

Salary Range: \$100,000 - \$150,000 (inferred)