Clayton DeSimone

**Software Developer**

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**OBJECTIVE**

Highly adaptive Software Developer bringing a solid foundation in computer science and IT expertise, complimented by hands on experience with technical systems including skills gained from a previous career in Audio Engineering. Utilizing knowledge in various programming languages and computer technologies to contribute to innovative projects and drive impactful solutions in the field of computer science.

**SKILLS**

**Languages & Frameworks Deployment & Infrastructure Version Control & Dev Tools Database Systems**

.NET Framework, MAUICloud Platforms GitHub SQL Server

C# (ASP.NET) AWS: EC2, S3, Lambda GitLab MySQL

Razor Pages Azure PowerShell PostgreSQL

Java GCP Bash MongoDB

Spring MVC Digital Ocean **API Development & Testing** Oracle

Python Linux: Ubuntu, RHEL Postman Entity Framework

JavaScript, HTML, CSS Apache Swagger **CMS**

Vue Web Sockets WordPress

**EDUCATION**

* **Associate of Applied Science in Software Development** - U of M Helena College May 2024
* **Bachelor of Arts in Music Technology** - Montana State University May 2011
  + Minor in Business Administration - Montana State University May 2011
  + Graduated with Honors from Montana State University May 2011

**PROJECT EXPERIENCE**

* [**Financial Tracking App**](https://github.com/claytonius30/finance_frontend) Mar. 2024 - present
  + Developed a mobile/desktop app that tracks a user’s finances.
  + Utilized .NET Core web API backend with .NET Identity for authentication and .NET MAUI frontend to provide a single code base allowing deployment on multiple platforms.
* [**Helena Hunters & Anglers**](https://helenahuntersandanglers.org) Mar. 2024 - present
  + Assisted in adding security, performing updates, and managing content layout to a website for a local non-profit organization, Helena Hunters & Anglers Association.
* [**Bingo Game**](github.com/claytonius30/bingo_game) Oct. 2023 - Dec. 2023
  + Developed a web app that provides the ability for a host and players to connect online and play Bingo with their own devices.
  + Leveraged Java backend with Spring MVC framework and JavaScript, HTML and CSS on the client side with Canvas API to draw graphics for a Bingo card. Utilized Web Sockets API for messaging.

**PROFESSIONAL EXPERIENCE**

* **IT Intern** - Montana Lottery Helena, MT Oct. 2022 - present
  + Managed several tasks for a variety of lottery games including verification of daily sales, confirming drawn numbers, and processing winner data.
  + Adhered to trouble shooting procedures in events of system errors.
* **Audio Engineer** Mar. 2016 - Dec. 2017
  + Big Sky Resort Big Sky, MT
  + Soundwave Audio Tucson, AZ Jun. 2013 - Feb. 2016
  + Rhino Staging Arizona Tucson, AZ May. 2013 - Feb. 2016
    - Set up/operated sound systems for various live musical/corporate events.