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Summary of Qualifications

- Extremely ambitious with fast learning ability
- Skilled in technical problem solving and am a great listener/learner
- Passionate about learning and working with any form of code at hand
- Experienced team leader and role model
- Positive attitude and determined to solve any problem

Skills

C#	ASP.NET	SQL
CSS	JavaScript	HTML5
Websites	C++	Windows
5+ Years of Web Applications	Loading Embedded Software	Architectural Code Design
Society 2.0	Salesforce	Data Structures
Unreal Engine	Starcraft Al	Linux
Visual Studio	QML/QT	Rebuilding Old Projects

Work Experience

Barona Resort & Casino   *Feb. 2013-Apr. 2018*
   -Software Engineer and IT [C#/ASP.NET/SQL/Javascript/HTML5/CSS/JQuery/Salesforce]
- Built, owned, and maintained ASP.NET/C#/SQL projects/applications from scratch while working directly with customers and design teams
- Rebuilt old projects in the latest Web 2.0 languages, C#/ASP.NET/SQL
- Was on call support 24/7 for both IT and my own applications
- Gained more projects as my current projects were proven to be stable
- Created websites with design teams and other coders and maintained the websites
- Salesforce development experience. Triggered sends/large subscriber lists
- *All information is proprietary and must be provided by Barona Resort and Casino only*.

Zodiac Inflight Innovations   *July 2011-Nov. 2012*
   -Software Engineer [C++/Linux/QT/QML/HTML5/CSS/Javascript]
- Managed, designed, and implemented GUI for project RAVE, a 130+ million-dollar IFE project
- Wrote new GUI code using QML, C++, and JavaScript and compiled under a Ubuntu/Mint environment
- Helped 'seal the deal' on a 136 million-dollar contract from Lufthansa Airlines by flying to Germany with their accountant Eva and making good friends with her
- Fixed day-to-day defects on a daily basis using Scrum-JIRA-Confluence set-up
- Wrote and managed build tools using Bash
- Saved our developers time by developing a method to ssh (also known as Secure Shell or Secure Socket Shell) into our developer racks
- Designed and wrote GUI tester tools for the hardware and network

- Lead a team of six to successfully create a new Moving Map feature where I came up with an architecture design that integrated with every major feature in rave, worked day and night until it was complete
- Successfully motivated, inspired, and made friends with everyone on my team
- Proved that I could crunch when needed by working three days straight without getting burnt out

Garmin International   *July 2010-April 2011*
    -Software Engineer
- Independently adopted and managed own commercial application through full project life cycle
- Took application that had not been touched since 2005 and successfully updated its code to work with the latest version of our libraries using C++ and MFC for framework/UI
- Worked directly with Product Support, device teams, testers, and other staff to add requested features and fix bugs
- Added support for entirely new Garmin devices, such as Media Transfer Protocol (MTP)
- Gave weekly presentations on the status of project and addressed future ideas
- Used "FogBugs" to organize and add features, bugs, and set deadlines
- Wrote own test scripts to assist with finding several new bugs
- Worked directly with the testers to fix any new bugs that they would find and immediately created a new build for them to test
- Analyzed flow of application and found ways to make it smoother and more simplistic for the user
- Analyzed old algorithms and made them more efficient in spare time, reduced Big-O time
- Successfully wrote automated nightly smoke test and integrated it into our nightly build
- Integrated Auto-lt scripts with our Nightly Build Perl scripts through use of command line arguments
- Smoke test is performed on all Garmin applications and submits any bugs that it finds
- Crash reports, key strokes, time, date, and tools used would be logged and emailed nightly
- Nightly test wrote log files similar to stack dumps for easy recreation of problems
- Ran nightly smoke tests in parallel with nightly build

InternInc.com   *Jan. 2010-July 2010*
    -Software Engineer Xtag, an (Android Game)
- Xtag is a 2D Java based Android game that interacts with live data over Google Maps
- **Team Size:** Two people
- Worked directly with Game Designer to implement ideas as he created them
- Created interface overlay on top of Google Maps to simulate you as a player
- **-InternIc.com**
- Worked directly with CTO to help manage employees all across the world that achieved the creation of quality software, weekly updates, and to ensure deadlines were met on time
- Created pages using HTML and CSS and quickly learned PHP and Joomla on the job
- Worked with other Web Designers and followed up with the progress of other staff
- Fully tested the entire site and reported all bugs and feature improvements
- Made significant improvements and bug fixes to the site

Norman and Associates (A Leadership Consulting Company)   *2009*
    -Internship *Software Engineer* [C#/ASP.NET/SQL]
- **Team Size:** Five people

- Took 20-year-old analog process and designed a new digital process
- Implemented new process using an ASP.Net frontend and C#/Linq-SQL backend
- Preformed complete development cycle including design, implementations and debugging
- Was assigned specific pages to design, implement, and debug
- Used Tortoisesvn to back up the project
- Experienced professional business setting by attending routine meetings with Norman and Associates
- Worked with a professional Software Engineer
- Quickly learned ASP.Net, Linq, and SQL to further software development
- Met several deadlines early and used extra time to add new features

Projects and Qualifications

Starcraft Al
Software Engineer
- Won an Al competition for Starcraft Broodwar using BWAPI, BWSAL, and C++
- Designed a strategy so that my Al would trap other players' Al in their own base and take over the map
- Created Al brain class for backtracking moves and remembering where enemies have been spotted in the past
- Designed and implemented a defense mode strategy for when my Al's base became under attack

Lead Programmer of Moments of Sanity (Unreal Tournament 3 Engine)
 -Mod Project
- **Team Size:** Five people
- Moments of Sanity is a survival horror first person shooter game
- Learned Unreal Scripting while developing the game
- Designed and implemented a new health system into the game
- Programmed the game so that when a player's health becomes low, the player's vision begins to shake, gun accuracy diminishes, vision becomes blurry, unique HUD effects, and health slowly regains
- Player goes back and forth from reality mode to insanity mode while at low health
- Created a new main menu using Kismet with my friend Tom
- Designed and implemented a level selection screen as well as a new main menu so that player could reload their weapons, this was awesome
- Scripted five new weapons using Unreal script by modifying old weapons

Direct3d
- Created shader pipeline using Direct3d, C++, and HLSL
- Imported several models in 3D space, each containing its own shader
- Made 3D models spin on their axis and spawn at random locations
- Implemented full camera control to zoom into models to view their specific shaders and watch them spin

C++ Artificial Life
- Created Lindenmayer system
- Created Cellular Automata

- Created Genetic Algorithm
- Created 2D Flocking Algorithm using XNA

C++ Data Structures
- Created various useful graph traversal algorithms, such as Depth First and Breadth First
- *Knowledge of Adjacency List, Adjacency Matrix, tree, graph, various sorts, containers, Linked List, string, and Big-O Notation*
- Designed and implemented a cycle detection algorithm for a Bidirectional Graph

C++ Artificial Intelligence
- Created A* pathfinder algorithm
- Created Wumpus World (Outer Space theme) using DirectX/C++ and demonstrated use of fuzzy logic

Interview Question Generator

Software Engineer
- **Team Size:** Six people
- Designed as a study tool for programming interviews
- Allows users to choose from four programming languages and several categories to randomly generate an interview question
- Created using C# and SQLite for the backend database

Co-Founder of The Programming Club at UAT(University of Advancing Technology 2008)
- Completed several programming tasks in a team-oriented environment
- Work closely with other members by helping them become more efficient and effective coders
- Create various new projects for club members to work on
- Demonstrate leadership by organizing problems for individuals to solve
- Taking the role of leadership has helped me develop many new team organizational skills
- Organize programming competitions for all programmers to participate in
- Competitions will include problems similar to that on Topcoder and help participants become better problem solvers
- Post interview questions on whiteboard and let club members try to solve them for practice

Education

University of Advancing Technology, Tempe, AZ   *2007-2010*
- Majored in video game programing
- Obtained Bachelor of Science
- 3.95 out of a 4.00 GPA