Jay Byam
Software Engineer

Anchorage, AK - Email me on Indeed: indeed.com/r/Jay-Byam/69c50a18cfa382d3

Willing to relocate: Anywhere
Authorized to work in the US for any employer

WORK EXPERIENCE

Software Engineer
Resolution 3D   -   Anchorage, AK - May 2016 to Present

At my current place of employment I am the lead programmer. I play a crucial role in developing interactive experiences for clients ranging from GE to local Alaskan museums. We work primarily in Unity with C# and stay up-to-date in the latest interactive technologies such as gesture control, augmented reality and virtual reality. While here, I have also gained experience in web development, having designed the company website.

RCS Student Employee
Research Computing Systems   -   Fairbanks, AK - September 2015 to May 2016

While at RCS I developed a UAV game in Unity based on real research done in the Arctic. My work on this project allowed me to showcase the game at the Arctic Matters conference in Washington D.C. in January of 2016.

ARSC Research Projects Assistant
Arctic Region Supercomputing Center   -   Fairbanks, AK - January 2014 to August 2015

In my time at the Arctic Region Supercomputing Center, I worked in the development of ARSC software tools, gaining experience in scripting in Python (Django) and Perl as well as working with SQL databases and Bash; I also worked as a maintenance assistant In the machine room where the supercomputers were located. I was later assigned to a project in which we designed, built, published and maintained both an iOS and an Android app, gaining applicable experience programming in Java (using Eclipse and Android Studio), Objective-C and Swift (using Xcode) as well as with the software development process.

EDUCATION

Bachelor's in Computer Science
University of Alaska Fairbanks   -   Fairbanks, AK
2012 to 2016

Delta High School
May 2012

SKILLS

Unix shell (3 years), Bash (3 years), Perl (3 years), Python (3 years), Java (2 years), Swift (2 years), C# (3 years), Software Development (4 years)

AWARDS

UAF Geophysical Institute Outstanding Student Performance Award
March 2016

ADDITIONAL INFORMATION

I have learned to work well in groups in order to accomplish goals. I have proven that with the results of my time at ARSC, RCS and Resolution 3D that I have the ability to lead teams successfully. I take pride in what I do and am willing to do what I can to make my work presentable and worthy of approval. With the experience mentioned above, I have obtained skills such as Java, C++, C# and Unity, Swift, Python and Perl programming, working with the Unix shell and Bash, software and web development and the ability to professionally interact with coworkers and clients alike.