

M Darga

Software Engineer

www.dargaCode.com

Accomplished technology professional of 10 years, now focused on software development. Dedicated to making useful products, solving tough problems, and pursuing life-long learning.

Darkest Timeline Me

Project - Jan 2017

- › Let users overlay their photo with an evil beard via **HTML5 Canvas**
- › Focused on **Object Oriented Design** and custom event handling

Apartment Highlights

Project - Sept 2016

- › Shorten apartment description to query-relevant snippet via **Node.js**
- › Match query keywords to relevant categories using dictionaries

RESTful CRUD Blog

Project - May 2016

- › **Node.js/Express.js** CRUD app using RESTful routes
- › Render views from **EJS** templates and store posts in **MongoDB**

Animated Sorting

Project - Oct 2015

- › 3 sorting animations made with formatted text in the **C** console
- › Required use of delays, ANSI formatting, and program arguments

Storm8
Sr Economy Designer
2012 – 2015

- › Owned creation and maintenance of 5 mobile game economies
- › Generated **SQL inserts** from tuning values, reducing human error
- › Helped design **database schemas** for new games and features

Digital Chocolate
Studio Director
2010 – 2011

- › Oversaw hiring, compensation, and promotion of 30 team members
- › Worked closely with C-Staff to set product roadmap and staffing plan
- › Won CEO's annual "Fearless Leader" award for improving morale

Zynga
Economy Designer
2010 – 2010

- › Tuned game economy and features to reach metric-driven goals
- › Ran **A/B tests** to objectively evaluate features and tuning decisions
- › Released **weekly updates** to Cafe World's 30 Million active users

Cryptic Studios
Combat Designer
2008 – 2010

- › Designed and tuned over 5000 MMORPG enemies and abilities
- › Programmed small **C# tools** to improve my efficiency and accuracy
- › Collaborated with engineers to profile and **optimize** combat abilities

Electronic Arts
Systems Designer
2005 – 2008

- › Designed and tuned 9 expansion packs for The Sims 2
- › Programmed a simple **C# tool** adopted by my 60-person team
- › Tracked down persistent bugs and obscure **edge cases**

LANGUAGES

- › JavaScript
- › CSS
- › HTML
- › C
- › C#

ENVIRONMENTS

- › Node.js

FRAMEWORKS

- › Express.js

LIBRARIES

- › jQuery
- › Bootstrap

DATABASES

- › MongoDB
- › MySQL

TOOLS

- › Git

Carnegie Mellon University
BA Professional Writing
2005

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