

# M Darga

## Software Engineer

[www.dargaCode.com](http://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.

<b><u>Healthcare Search</u></b> Project - Apr 2017	<ul style="list-style-type: none"><li>Process and store healthcare provider data for <b>instant searching</b></li><li>Use Trie, Set, and Dictionary <b>data structures</b> to increase speed</li></ul>
<b><u>Palindrome Highlighter</u></b> Project - Mar 2017	<ul style="list-style-type: none"><li>Highlight palindromic words in <b>real time</b> as text is typed or pasted</li><li><b>Sanitize input</b> to remove HTML tags, characters entities &amp; rich text</li></ul>
<b><u>Darkest Timeline Me</u></b> Project - Jan 2017	<ul style="list-style-type: none"><li>Overlay an evil goatee onto user photos via the <b>HTML5 Canvas</b></li><li>Focus on <b>Object Oriented Design</b> and custom event handling</li></ul>
<b><u>Apartment Highlights</u></b> Project - Sep 2016	<ul style="list-style-type: none"><li>Shorten apartment description to query-relevant snippet via <b>Node.js</b></li><li>Match query keywords to relevant categories using <b>Dictionaries</b></li></ul>
Storm8 <b>Sr Economy Designer</b> 2012 – 2015	<ul style="list-style-type: none"><li>Owned creation and maintenance of 5 mobile game economies</li><li>Generated <b>SQL inserts</b> from tuning values, reducing human error</li><li>Helped design <b>database schemas</b> for new games and features</li></ul>
Digital Chocolate <b>Studio Director</b> 2010 – 2011	<ul style="list-style-type: none"><li>Oversaw hiring, compensation, and promotion of 30 team members</li><li>Worked closely with C-Staff to set product roadmap and staffing plan</li><li>Won CEO's annual "Fearless Leader" award for improving morale</li></ul>
Zynga <b>Economy Designer</b> 2010 – 2010	<ul style="list-style-type: none"><li>Tuned game economy and features to reach <b>metric-driven</b> goals</li><li>Ran <b>A/B tests</b> to objectively evaluate features and tuning decisions</li><li>Released <b>weekly updates</b> to Cafe World's 30 Million active users</li></ul>
Cryptic Studios <b>Combat Designer</b> 2008 – 2010	<ul style="list-style-type: none"><li>Designed and tuned over 5000 MMORPG enemies and abilities</li><li>Programmed small <b>C# tools</b> to improve my efficiency and accuracy</li><li>Collaborated with engineers to profile and <b>optimize</b> combat abilities</li></ul>
Electronic Arts <b>Systems Designer</b> 2005 – 2008	<ul style="list-style-type: none"><li>Designed and tuned 9 expansion packs for The Sims 2</li><li>Programmed a simple <b>C# tool</b> adopted by my 60-person team</li><li>Tracked down persistent bugs and obscure <b>edge cases</b></li></ul>

### 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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