

Darga Darga

Software Developer

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.

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| Software Developer Facebook 2017 – Present | <ul style="list-style-type: none">› Learned FB tools, culture, and process via Engineering Bootcamp› Used PHP/Hack to fix small bugs, code deprecations, etc› Added new features to internal content moderation tools |
| Programming Student Full-Time Self-Study 2015 – 2017 | <ul style="list-style-type: none">› Created 50+ independent projects to teach myself coding and CS› Studied web development, data structures, and algorithms› For project highlights, please see www.dargacode.com/#projects |
| Sr Economy Designer Storm8 2012 – 2015 | <ul style="list-style-type: none">› 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 |
| Studio Director Digital Chocolate 2010 – 2011 | <ul style="list-style-type: none">› 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 |
| Economy Designer Zynga 2010 – 2010 | <ul style="list-style-type: none">› 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 |
| Combat Designer Cryptic Studios 2008 – 2010 | <ul style="list-style-type: none">› 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 |
| Systems Designer Electronic Arts 2005 – 2008 | <ul style="list-style-type: none">› 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
- › PHP
- › Hack
- › CSS
- › HTML

ENVIRONMENTS

- › Node.js

FRAMEWORKS

- › Express.js

LIBRARIES

- › jQuery
- › Bootstrap

DATABASES

- › MongoDB
- › MySQL

TOOLS

- › Git
- › Mercurial

BA Professional Writing
Carnegie Mellon University
2005

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