M Darga
Software Developer

www.dargaCode.com

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

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

Drag and Drop Bookshelf
Project - July 2015

‣ **HTML5** Canvas Application written in **JavaScript**/**Processing.js**
‣ Created drag and drop UI using **OOP** and prototypical inheritance

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**

Carnegie Mellon
Bachelor of Arts
Professional Writing
2005

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LANGUAGES
‣ JavaScript
‣ CSS
‣ HTML
‣ EJS
‣ C
‣ C#

ENVIRONMENTS
‣ Node.js

FRAMEWORKS
‣ Express.js

LIBRARIES
‣ jQuery
‣ Bootstrap

DATABASES
‣ MongoDB
‣ MySQL

TOOLS
‣ Git
‣ Linux Shell
‣ Heroku
‣ Gulp/Grunt