

# Mike Darga

## Software Developer

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

Accomplished technology professional of 10 years, now changing careers into Software Development. Dedicated to making useful products, solving tough problems, and pursuing lifelong learning.

Full Time Self-Study <b>Programming Student</b> May 2015 – Present	<ul style="list-style-type: none"><li>› Programmed 7 back-end apps via <b>Node</b>, <b>Express</b>, and <b>MongoDB</b></li><li>› Created 5 DOM-manipulation projects with <b>vanilla JS</b> and <b>jQuery</b></li><li>› Replicated 10 responsive website layouts using <b>HTML</b> and <b>CSS</b></li><li>› Wrote <b>C</b> programs to compare, copy, reverse, and concat strings</li><li>› Built 3 sorting algorithms in <b>C</b> that animated on the command line</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 SQL inserts from tuning values, reducing human error</li><li>› Helped design database schemas 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 Game Network <b>Economy Designer</b> 2010 – 2010	<ul style="list-style-type: none"><li>› Tuned game economy and features to reach metric-driven goals</li><li>› Ran A/B tests to objectively evaluate features and tuning decisions</li><li>› Released weekly updates 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 MMO enemies and abilities</li><li>› Programmed small C# tools to improve my efficiency and accuracy</li><li>› Collaborated with engineers to profile and optimize combat abilities</li></ul>
Maxis, 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 C# tool adopted by my 60-person team</li><li>› Tracked down persistent bugs and obscure edge cases</li></ul>
Carnegie Mellon University <b>Bachelor of Arts,</b> <b>Professional Writing</b>	

**GITHUB** [github.com/dargaCode](https://github.com/dargaCode)

**LINKEDIN** [linkedin.com/in/dargaCode](https://www.linkedin.com/in/dargaCode)

**EMAIL** [dargaCode@gmail.com](mailto:dargaCode@gmail.com)

### LANGUAGES

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

### FRAMEWORKS

- › Node.js
- › Express.js

### LIBRARIES

- › jQuery
- › Bootstrap

### DATABASES

- › MongoDB
- › MySQL

### TOOLS

- › Git
- › Linux Shell
- › npm
- › Heroku
- › Gulp/Grunt