

M 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.

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**

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

GITHUB github.com/dargaCode
LINKEDIN linkedin.com/in/dargaCode
EMAIL resume@dargaCode.com