|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **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. | | | | | | | |
| [**Apartment Highlights**](https://github.com/dargaCode/ApartmentDescriptionHighlights)  **Project -** Sept 2016 | | * Shorten apartment description to query-relevant snippet via **Node.js** * Match query keywords to relevant categories using dictionaries | | | |  | |
| **LANGUAGES**   * JavaScript * CSS * HTML * C * C#   **ENVIRONMENTS**   * Node.js   **FRAMEWORKS**   * Express.js   **LIBRARIES**   * jQuery * Bootstrap   **DATABASES**   * MongoDB * MySQL   **TOOLS**   * Git |  |
| [**RESTful CRUD Blog**](https://github.com/dargaCode/UdemyRESTfulBlog)  **Project -** May 2016 | | * **Node.js**/**Express.js** CRUD app using RESTful routes. * Render views from **EJS** templates and store posts in **MongoDB** | | | |
| [**Animated Sorting**](https://github.com/dargaCode?tab=repositories&q=sort)  **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**](https://github.com/dargaCode/KhanBookShelf)  **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 University  **BA Professional Writing**  2005 | |  | **GITHUB**  **LINKEDIN**  **EMAIL** | [**github.com/dargaCode**](https://github.com/dargaCode)  [**linkedin.com/in/dargaCode**](https://www.linkedin.com/in/mdarga)  [**resume@dargaCode.com**](mailto:resume@dargaCode.com) | |