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| **M Darga** **Software Developer**  [**www.dargaCode.com**](http://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. | | | | | | |
| Full Time Self-Study  **Programming Student**  May 2015 – Present | * Programmed 7 back-end apps via **Node**, **Express**, and **MongoDB** * Created 5 DOM-manipulation projects with **vanilla JS** and **jQuery** * Replicated 10 responsive website layouts using **HTML** and **CSS** * Wrote **C** programs to compare, copy, reverse, and concat strings * Built 3 sorting algorithms in **C** that animated on the command line | | | |  | |
| **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 |  |
| 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 Game Network  **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 MMO enemies and abilities * Programmed small C# tools to improve my efficiency and accuracy * Collaborated with engineers to profile and optimize combat abilities | | | |
| Maxis, 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  **Bachelor of Arts,**  **Professional Writing** |  | | | |
|  | **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) |  |
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