[Single-page .pdf resume: <http://dargacode.com/resume/Darga_Developer_Resume.pdf>]

# Darga Darga

## Software Engineer

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

### Contact

**Email** [resume@dargaCode.com](mailto:resume@dargaCode.com)

**GitHub** [github.com/dargaCode](http://github.com/dargaCode)

**LinkedIn** [linkedin.com/in/dargaCode](http://linkedin.com/in/dargaCode)

**Blog** [blog.dargaCode.com](http://blog.dargacode.com/tagged/highlights)

### Profile

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

### Employment

#### Facebook

**Software Developer**

2017 – Present

* Learned FB tools, culture, and process via **Engineering Bootcamp**
* Used **PHP/Hack** to fix small bugs, code deprecations, etc
* Added **new features** to internal content moderation tools

#### Full-Time Self-Study

**Programming Student**

2015 – 2017

* Created 50+ independent projects to teach myself coding and CS
* Studied web development, data structures, and algorithms
* For project highlights, please see [www.dargacode.com/#projects](http://www.dargacode.com/#projects)

#### 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 MMO 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**

### Education

#### Carnegie Mellon University

**BA, Professional Writing**

### Skills & Technology

#### Languages

* JavaScript
* PHP
* Hack
* CSS
* HTML

#### Environments

* Node.js

#### Frameworks

* Express.js

#### Libraries

* jQuery
* Bootstrap

#### Databases

* MongoDB
* MySQL

#### Tools

* Git
* Mercurial