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

# M Darga

## Software Engineer

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

### Contact

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**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.

### Projects

#### Phonebook Search

Apr 2017

* Process and store phonebook entry data for **instant searching**
* Use Trie, Set, and Dictionary **data structures** to increase speed
* <https://github.com/dargaCode/PhonebookSearch>

#### Palindrome Highlighter

Mar 2017

* Highlight palindromic words in **real time** as text is typed or pasted
* **Sanitize input** to remove HTML tags, characters entities & rich text
* <https://github.com/dargaCode/PalindromeHighlighter>

#### Darkest Timeline Me

Jan 2017

* Overlay an evil goatee onto user photos via the **HTML5 Canvas**
* Focus on **Object Oriented Design** and custom event handling
* <https://github.com/dargaCode/DarkestTimelineMe>

#### Apartment Description Highlights

Sep 2016

* Shorten apartment description to query-relevant snippet via **Node.js**
* Match query keywords to relevant categories using **Dictionaries**
* <https://github.com/dargaCode/ApartmentDescriptionHighlights>

### Employment

#### 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
* CSS
* HTML
* C
* C#

#### Environments

* Node.js

#### Frameworks

* Express.js

#### Libraries

* jQuery
* Bootstrap

#### Databases

* MongoDB
* MySQL

#### Tools

* Git