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

# Darga Darga

## Software Engineer

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

### **Contact**

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

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

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

### **Profile**

Self-taught programmer and former game designer with extensive industry experience. Dedicated to building useful products, solving tough problems, and pursuing lifelong learning.

### **Employment**

#### **Facebook**

Software Developer

2017 – Present

* Ship front-end and back-end features to the www codebase.
* Modernize outdated code, saving millions of dollars in CPU time.
* Add new metadata tracking to internal tool used by 8,000 people.

#### **Self-Study**

Programming Student

2015 – 2017

* Created 60 small projects to learn coding and computer science.
* Practiced web development, data structures, and algorithms.
* For highlights, please see [www.dargacode.com/#projects](http://www.dargacode.com/#projects).

#### **Storm8**

Sr Economy Designer

2012 – 2015

* Built and maintained game economies for 5 new iOS games.
* Automated SQL inserts for tuning values, eliminating human error.

#### **Digital Chocolate**

Studio Director

2010 – 2011

* Owned hiring, compensation, and promotion of 30-member team.
* Won CEO’s annual Fearless Leader award for improving morale.

#### **Cryptic Studios**

Staff Combat Designer

2008 – 2010

* Designed and tuned 5,000 enemies, abilities, and bosses.
* Optimized combat abilities for improved server performance.

### **Education**

#### **Carnegie Mellon University**

BA Professional Writing

### Skills & Technology

#### Languages

* JavaScript
* PHP
* Hack
* CSS
* HTML
* C#

#### Environments

* Node.js

#### Frameworks

* Express.js

#### Libraries

* React
* jQuery

#### Databases

* MongoDB
* MySQL

#### Source Control

* Git
* Mercurial
* SVN