# **Greg Cobb**

Software Engineer Modesto, CA (512) 269-6169 fyndor@gmail.com

# SUMMARY

Software Engineer with 18 years of profession experience developing desktop and full stack web applications

# **WORK EXPERIENCE**

Software Engineer (Jun 2021 - March 2023)

Accio Data

Austin, Texas (Remote)

- Worked with a team on a web-based SaaS solution for background checks using Ruby and MySQL
- Successfully integrated third-party APIs into the platform such as E-Verify
- Wrote documentation and software changes in LaTeX
- Performed Engineer On Site rotating role resolving issues as they were escalated in the ticketing system

# Software Engineer (Nov 2005 - June 2021)

DBA Software, Inc.

Austin, Texas (In-Office and Remote)

- Designed and implemented a gradual migration solution allowing legacy application to integrate modern .NET screens into Delphi application using a custom message passing bridge written in C++
- Developed and maintained PHP/Javascript website and back-office application in AWS cloud that was used for customer acquisition, software licensing, and traffic analytics
- Built a server using .NET Core and Angular on Linux in AWS that allowed links to be rerouted when the desired
  destination needed to be changed, and the original link was compiled into an application, even if the link was to
  a 3rd party
- Built a CI/CD pipeline providing the ability to find issues with software changes and seamless deployments
- Developed a custom Windows installer technology with rollback functionality which allowed sharing of application code with installation logic in C# and greater flexibility than off the shelf solutions
- Designed and implemented hundreds of screens and reports in the DBA Manufacturing desktop application for Windows using Delphi and the C# WPF platform

# SKILLS

.NET, C/C++, C#, Delphi, Javascript, Typescript, PHP, Ruby, MySQL, Firebird, WPF, Angular, AWS, Azure, LaTeX, Linux, FreeBSD, Windows

# **EDUCATION**

University of Texas in Austin (2005)

B.S. in Electrical & Computer Engineering