

# Harrison Wright - Full Stack Developer

Hello@Harrisonswright.com, (713) 817-2679, Houston, Texas

github/htwright, harrisonswright.com

## Summary

Software Developer with an interest in performance, security, and business expediency. Production experience with C#, Angular, SQL, and JavaScript in multiple environments with and without various libraries. Deployment and troubleshooting experience within the AWS ecosystem including Cloudformation, Lambda, EC2, Elastic Beanstalk, IAM, and numerous other services. Always learning new and exciting ways to solve problems.

## Skills

**Proficient:** SQL (MSSQL/PGSQL), Angular 4, ES6, jQuery, Responsive mobile-first design, Requirements definition, Expedient delivery.

**Advanced:** JavaScript, C#, .NET, Git.

**Expert:** Written & verbal communication, troubleshooting, teamwork, morale-boosting.

## Recent Projects

**HIDIVE:** Aesir Media Group/Sentai Filmworks streaming venture launched in June 2017. Based on Amazon Web Services, C# MVC, and Javascript. I have contributed elements to the front and back end - bug fixes and new functionality including internal tools based on Angular.

**Monolith - RP:** A game for the source engine written in LUA by programmers from Europe and South America with graphics done by various North American designers. 1,000+ registered users, sold to 3rd party - source code is not public.

## Experience

### Aesir Media Group / HIDIVE

*Junior Software Developer*

Houston, Texas

*Nov 2017 - Current*

- Collaborated with a small team of experienced developers to support HIDIVE and deliver 1.0 release.
- Worked in an agile environment with an emphasis on quality - including daily standups, extensive design/implementation review, code review, and extensive developer/QA testing.
- Participated in requirements definition, development, testing, and production deployment of various improvements and additions to a widely used video streaming service.
- Supported legacy web resources in various formats.

### Acadia Custom Builders

*Purchaser*

Houston, Texas

*Dec 2014 – Apr 2017*

- Assisted in the direction and execution of all phases of residential, small scale commercial, and church construction projects from permitting to closing.
- Modernized and streamlined company processes and record keeping using cloud services.
- Established and maintained professional relationships with suppliers and subcontractors.

### Monolith Servers

*Founder*

Houston, Texas

*Oct 2015 – Nov 2016*

- Initialized and maintained a remote dedicated Windows Server 2012 box using the LAMP stack to maintain and link a PHP website with transaction handling to our game data via MySQL.
- Built, coordinated, and lead a team across three continents to produce a game.