Roderick Duff

IT Director - Brittany's Place

Shreveport, LA - Email me on Indeed: indeed.com/r/Roderick-Duff/11f10963fe1bc4b5

To secure a position with a Louisiana company that permits me to learn new technologies while utilizing my skills, experience, and passion for leadership to benefit the organization as a whole

WORK EXPERIENCE

IT Director

Brittany's Place - April 2013 to Present

- · Attended to client needs and managed all SSI and Snap applications
- Organized events for clients and managed all paperwork as needed
- · Assisted in writing grant proposals and fundraisers
- Managed all IT functions and made repairs as needed

Dispatcher/Intake Officer

Salvation Army - Baton Rouge, LA - January 2012 to December 2012

- Handled paperwork for community service workers who came in to work
- Trained new office workers on policies and procedures
- Scheduled all pickups and coordinated with the drivers to get to clients in a timely manor
- Created new rules and policies based on management needs
- Held meetings on how to better serve the community through social services

IT Consultant

Duffware, Inc - Palm Desert, CA - February 2011 to January 2012

- Used agile methodologies in testing in a live environment and post production
- Developed testing methods to deal with possible security issues
- · Researched new security treats, wrote threat assessments, and tested for vulnerabilities
- Made kids educational games using c++, Delphi, and flash from scratch
- Helped create game design documents for future development projects
- · Built custom computers, upgraded hardware, and removed security threats

Software Engineer

Trace Security - Baton Rouge, LA - March 2010 to August 2010

Technology used: Nasl, C/C++/C#, SQL

- Used bug tracking software to follow and fix bugs for coworkers
- Provided testing daily for security threats and made software updates
- Performed white box and regression testing and developed new test cases
- Completed custom programs for security engineers to test software vulnerabilities
- Completed signature overhauls and eliminated signatures that were no longer relevant
- Made security test scans daily and updated security signatures where necessary

Technical Consultant/Programmer

O'neal Media Group - Baton Rouge, LA - November 2008 to March 2010

Technology used: Windows, SQL server, Linux, LAN/WAN Networks

- Performed regression testing and developed test cases during software revisions
- provided Network Administration, Design, Installation, and help desk support for clients
- completed Systems configuration: b/u system, periodicity, security, and storage
- configured hardware such as routers, switches, servers

Programmer/Quality Assurance Analyst

Nerjyzed Entertainment - Baton Rouge, LA - July 2007 to November 2008

Shipped Games: BCFX & BCFX the Doug Williams Edition for PC & Xbox 360 Technology used: Unreal script, OpenGL, C/C++, SQL, Perforce, Subversion

- created the debug manager for testing and created new testing commands
- created automated tests and identified key areas for testers to focus their time
- designed and implemented the Artificial Intelligence (AI) for the onside kick game play for offense and defense, crowd, coach, and band reactions to football play on the field
- created a new button-mapping scheme from scratch for the x-box 360 controllers to provide an alternate way to switch players on defense
- integrated, animations, reactions, and sounds into on field play
- commented new and existing code formalizing test parameters to be met through SDLC
- implemented new software features to track frame rates and program reliability for the QA department
- created animation trees for the NPC animations and triggered different reactions based on the play on the field
- implemented the sideline character reactions to the results of the play on the field
- · created the entire user interface for the school info screens

Quality Assurance/Testing Engineer

Nerjyzed Entertainment - Baton Rouge, LA - May 2007 to November 2008

Shipped Games: BCFX & BCFX the Doug Williams Edition for PC & Xbox 360

Technology used: C++, Unreal script, SQL, Bug-track, Subversion

- was responsible for programming the debug commands for the testing department throughout the full software development life cycle
- tested for crashes, memory leaks, out-of-bounds conditions and other crippling bugs
- displayed debug text on the screen so that testers could track stat accuracy while testing
- Made design and implementation suggestions that were incorporated into the game
- placed all changes into a live production environment using source control
- configured new hardware and documented new systems integration for recovery systems

Graduate Researcher/Programmer Analyst

Southern University and A&M College - Baton Rouge, LA - June 2005 to May 2007

Department: Computer Science

Technology used: Delphi, Html, C/C++, SQL, Win 9.x/NT, Putty

- created help files for the oil platforms sensor network modeling software and assisted in its programming using c and visual basic
- created c programs using the VI editor to test student programs for proper input and output
- configured and Installed new hardware and software to workstations and servers
- assisted in troubleshooting user problems relating to Operating Systems, Network Connectivity, configurations and upgrades
- installed logical printers on a print server and prepared the print server to host clients

- removed viruses and out of date software as needed
- monitored and answered lab user questions and resolved software problems as needed
- created user rights and permission, disabled and enabled accounts, file and folder permissions and configuring security templates

EDUCATION

NA in Computer Science

Southern University at New Orleans - Baton Rouge, LA May 2005 to December 2008

SKILLS

SQL (6 years), C++ (6 years), DELPHI (2 years), Subversion (2 years), VISUAL BASIC (1 year)

ADDITIONAL INFORMATION

Management Skills

Strong attention to detail, experience leading a team of employees, meeting deadlines, learning all aspects of the job so that I can fill any role as needed. I have excellent written and verbal communication skills as well as being a team player who knows how to interact with individuals and multiple personalities

Software Skills

- MS Visual Studio [...] (10yrs), MS Office (10yrs), Windows 9x, NT, XP/ 7&8(15yrs)
- MS SQL Server [...] (8yrs), MS Visio (5yrs), Perforce (5yrs), Subversion (5yrs)
- Windows Remote Desktop (2 yrs), Java VM (3 yrs), RAD Studio (3yrs), Putty (5yrs)
- Unix (10yrs), Linux (8yrs), Solaris (5yrs), Mac OS (10yrs), Unreal Editor and Kismet (5yrs)
- Dreamweaver (8yrs), Flash (4yrs), 3d Studio Max (2yrs), and Solaris OS

Programming Languages

- C (15yrs), C++ (10yrs), C# (4yrs), Unreal Script (5yrs), SQL (10yrs), Visual Basic (5yrs)
- Python (3yrs), Java (5yrs), OpenGL (5yrs), Pascal (10yrs), Delphi (10yrs)