

james rowen / software developer / austin, tx

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skills

- JavaScript / node.js / HTML / CSS / C# / C++ / Python / SQL / git / various
- Curiosity - voracious learner, always looking to improve myself and my surroundings.
- Analysis - able to look at a problem, understand how it works, and develop a solution.
- Collaboration - effective listener, can relate to and communicate with people of all types.

experience

Software Engineer (2012 - Present)

[Accruent](#)

- Quickly became an integral member of the dev team of a successful enterprise SaaS product.
- Designed, developed, and maintained the most complex set of integrations implemented on the product.
- Committed code across the full stack of a large three-tier application - HTML/CSS/JS, C#, PL/SQL.
- Initiated and led a team of engineers tasked with supporting client implementations and custom development requests.

Freelance Web Developer (2011 - 2012)

- Designed and developed websites for local businesses (Wordpress).
- Implemented and maintained custom eCommerce storefronts.
- Worked with clients to understand their needs and design proposals.

Undergraduate Researcher (2010)

Evolutionary Computing Systems Lab, UNR

- Worked in a lab developing AI for Navy virtual training scenarios.
- Implemented pathfinding and course navigation for boats in a physics-based simulation.
- Gained experience contributing to a Python/C++ code repository.

projects

- My [personal site](#) is handwritten HTML/CSS/JS/jQuery, using responsive design and other modern practices.
- [DICOMbinator](#) is a web app for annotating medical (DICOM) images with real-time communication and an intuitive interface. It was developed for a 24 hour hackathon by 4 strangers, using node.js and socket.io.
- [Scholarly Conduct](#) is a 3D RTS/Sim game where the player builds up a university, and Sim-like students register, learn, and compete to bring prestige to their school (C#, XNA, Blender).

education

Bachelor of Science, Computer Science (2007 - 2011)

University of Nevada, Reno

Minors in Mathematics and Digital Interactive Games