

James Rowen / Software Developer / Austin, TX

jamesrowen.me / jamesrowen@gmail.com / (775) 815-6767

skills

- HTML / CSS / JS / node / Python / C# / C++ / SQL / git / various
- Analysis - ability to truly understand problems and find solutions.
- Curiosity - always looking to learn and gain knowledge on many subjects.
- Cooperation - very effective at communicating with coworkers and clients.

experience

Software Engineer (2012 - Present)

Accruent

- Played an integral role on the dev team of a mission-critical 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 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-like video game where the player builds a university and hires professors to teach Sim-like students that gain abilities and compete with their rivals to bring prestige to their school. It was developed during my senior year, using C# and XNA.

education

Bachelor of Science, Computer Science (2007 - 2011)

University of Nevada, Reno

Minors in Mathematics and Digital Interactive Games