

Jesse D. Moreland

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Top Skills

- C#
- MVC
- VB .net
- TDD
- Dependency Injection
- Inversion of Control(IoC)
- Software Testing using NUnit
- Objected Oriented Design
- Agile Development
- SQL Server

Other Noteworthy Skills

- Java
 - Android
 - C++
 - Javascript
 - JQuery
 - Ruby
 - Database Design
 - Program Design
 - Unity
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Education

Oregon Institute of Technology
Bachelors in Software Engineering Technology

Graduated: June 2015

Work Experience

Procare Software - Software Engineer - Medford OR

Sept, 2015 - Feb, 2017

- Designed and developed a website in MVC allowing users to view and submit data to be imported into the flagship windows-based product. Created stored procedures and exposed those stored procedures through a C# implemented web service. Huge emphasis on having unit test coverage of 80% and low technical debt using SonarQube.
 - Architected using IoC ideologies with the potential for reuse i.e Xamarin.
 - Used latest C# technologies exposed with C# 6.0
 - LINQ
 - Null-Conditional operator
 - Tuples
- Developed and maintained multi-million dollar, winform-based, VB.net, application with 30,000+ users. Parts of system responsible for processing billions of dollars yearly.
- Came up with interview questions, and attended interviews for potential employees. Discussed potential employees strengths and weaknesses as a part of a team.
- Participated in full-agile development. Daily SCRUMS, Bi-Weekly sprint planning meetings

Oregon Institute of Technology - Software Developer

June, 2014 - Sept, 2014

- Worked alone to gather requirements, design, and implement an application that reduces the amount of time spent administering tests. Used Telerik's web based controls to design a series of webpages that cut the time of administering tests by a considerable amount. Eliminated output of paper by taking submitted test information and storing in database.
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Projects

Roctagons - A Maze Puzzle Game on Android

April 2017 - Present

- Worked with some friends to create a game where you turn tiles to create a path through a maze. I was the lead programmer on the actual game solution.
- Friend and I created a program for our third partner to create mazes. This program would export the maze to xml which the main application would then use to recreate the puzzles.

Software Engineering Technology Junior Project

Sept, 2013 - June, 2014

- Worked as part of a team of aspiring software engineers to stream video from two webcams, over a network, and into an Oculus Rift Virtual Reality headset.
- Future aspirations were to mount the cameras onto a quadcopter and fly the computer using a computer, streaming the video feed at the same time.
 - Video feed would eventually recognize objects and put a reticle around them.
- Allowed logging in and saving of video's onto the user's computer.

Software Engineering Technology Senior Project

Sept, 2014 - June, 2015

- Continued working on software built in the summer of 2014.
- Took all the .aspx web pages and converted them into .ascx controls in order to integrate program into the existing software responsible for managing tech support tickets, managing network traffic and other various things.
- Implemented javascript to remove unnecessary postbacks reducing stress on servers.