

JOEL R. EVANS  
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Visit <http://joelrevans.com> to see portfolio.

## RELEVANT EXPERIENCE

### **Contract Software Engineer; Speedway, LLC**

**Oct 2015-June 2016**

Designed the application that predicts sales of fuel products for all Marathon (MPC) corporate stores (T-SQL, ASP.NET MVC, Kendo UI). Built custom tools for data analysis and created core algorithm and user interfaces to be used by business analysts.

### **Contract Software Engineer; Clifton Labs**

**June 2014-April 2015**

Responsible for production of CQM reports (T-SQL) and renovation of Bradoc EHR software which then received ONC certification. Produced client and interface to support secure messaging, DOPU, and CDA transport between medical providers and their patients. Worked primarily in VB.NET, C#, TSQL, creating user interfaces, windows services, and database reports.

### **Contract Web Developer; Possible**

**April 2013-Feb 2014**

Responsible for maintenance, promotions, and enhancements on over twenty Smucker's brand sites. Big names include Folgers, Pillsbury, Crisco, Jif, and Dunkin Donuts. Produced code for all application layers (ASP.NET web forms + MVC 3/4), database (T-SQL), in addition to a number of Facebook promotions and responsive mobile layouts (HTML5, CSS, Javascript/jQuery).

### **Contract Application, Web, & Database Developer; Curiosity 360**

**Sept 2012-March 2013**

Introduced as lead developer, responsible for creation of multi-user concurrent web application for large corporate client. Designed and implemented entire application architecture from start to finish. Developed database (TSQL), User Interface (Silverlight, XAML), and communication (ASP.NET, WCF) layers, in addition to establishing secure integration with existing Active Directory system.

### **Database & Application Developer Co-op; E-Technologies Group**

**Jun 2011-Jun 2012**

Developed production T-SQL database systems for P&G Dannon plants. Responsible for significant expansion and redesign of existing database structures. Created custom reporting software in C# and SQL procedures to generate dynamic content & visuals from real-time production data. Worked closely with customers to develop dynamic consumer comment tracking and reporting application in Excel (VBA), enabling management to effectively categorize and identify manufacturing faults and aggregate consumer comments. Augmented existing Unity Formula & BOM management software (C#, XSLT, T-SQL, .NET, XAML, X-PATH) to include new functionalities, enabling dynamic entry of parameters for plant processing lines and providing a complete database and UI solution. Developed XSLT style sheets to assist remote synchronization with corporate CSS web servers.

**Experience Media Developer Co-op; Possible****Dec 2010-Mar 2011**

Performed research and development on signal filters. Constructed audio signal switching station to process tones from a 3.5mm plug to relay switches. Developed 44-KHz scope attachment to read DC voltages using a personal computer via line input. Developed web-compatible drivers in Adobe flash, enabling sensory input to web content. Constructed high-efficiency AM radio transmitter. Designed and assembled HMI for pneumatic cannon.

**Experience Media Developer Intern; Bridge Worldwide****Jun 2010-Sep 2010**

Conducted internal research and development for the Unity3D platform. Assessed the capabilities of the platform as a potential medium for clients, specifically targeting iOS devices. Produced and documented a number of 3D games and technical demonstrations, utilizing accelerometers, hardware inputs, and touch controls. Phone demonstrations showcased advanced physics and particle simulations in 3D space.

**Flash Game Designer and Programmer****Jun 2007-Jun 2011**

Produced four works independently. Responsible for marketing and orchestrating over a half-dozen independent license agreements, as well as distribution of content. Garnered a collective audience of over 8 million players. Developed libraries for advanced vector processing, collision detection, pathfinding, and blitting. Produced all content, from graphics design to sound production.

**EDUCATION**

Bachelor of Science in Electrical Engineering  
University of Cincinnati, College of Engineering; Cincinnati, OH

**PROFESSIONAL SKILLS**

**Application:** Silverlight 5, WCF, C# .NET, WPF, Excel (VBA), C++, Python  
**Database:** T-SQL, X-Path, XSLT, LINQ & Entity  
**Web/Mobile:** ASP.NET, HTML4/5, CSS2/3, Kendo UI  
**Embedded:** C, PIC Assembly, Advanced Electrical Networks and Robotics