Pietr Langevoort - Software Generalist

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| Skills |

**Languages:** C#, PHP, HTML5, SQL, JavaScript, jQuery, Java, C++, Python  
  
**Development Software:** VS Code, Visual Studio, MSSQL, Unity 3D, Eclipse

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| Experience |

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| **Software Developer**  Realized Solutions Inc.   * Developed WinForm applications in C# for Insurance Business Management * Cross-functioned with other teams using ASP.NET Razor & VB .NET * Participated in training with ASP.NET Blazor, Design Patterns, and other programming methodology | | Southington, CT 9/2019 – 7/2020 | |
| **Robotics R&D (Remote Contract)**  The Eighth Network   * Leading R&D for Automated Indoor Vertical Farm robotics * .NET Micro Framework programming with Netduino 3 controller: Sensors, Valves, Multiplexer, Real Time Clock, Digital to Analog Converter, and more. * Established front and back end services using AWS, MSSQL, ASP.NET, and NancyFx * Prototyped project to completion in 2 months | | Essex, CT 4/2019 – 9/2019 | |
| **Systems Programmer**  Precision Valve and Automation   * PLC: Galil Motion Controller platform programming * Developed robust system level code for high-volume product * Improvised solutions to unforeseen design problems * Engaged in testing C# programming layer with Galil DMC | | Cohoes, NY 5/2016 - 11/2018 | |
| **Unity/C# Engineer (Internship)** ISOTX   * March of War: Faceoff (PC, iOS, and Android) * Gameplay Programming, Tools Programming, Google Analytics, Client Networking (REST), UI (NGUI), and Maintained Engine Code | | Coral Gables, FL 8/2014 - 1/2016 | |
| Education | |

Rochester Institute of Technology – Rochester, NY  
**Bachelor of Science in Game Design and Development**, Minor in Philosophy