

Mark De May

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An accomplished Software Engineer specializing in Object Oriented Design, systems integration and automation of proprietary and 3rd party software. Experience in the full life cycle software design process, including design, implementation, test, and maintenance as well as software development using Agile. A flexible self-motivated problem solver that thrives in a software development and support environment. Improves quality of existing systems by adding new features and performance improvements.

TECHNICAL EXPERTISE

- C#
- C++
- .Net
- WPF
- Java
- ASP.Net
- XML
- Visual Studio
2010/2013
- SQL
- UNIX/Linux
- Windows
- Agile
- Software version and
release control

PROFESSIONAL EXPERIENCE

General Assembly, Remote

2017

- Checkers – the classic game of checkers. Play against a friend or the computer. TECH: HTML, CSS3, JavaScript, JQuery,
- Coffee Shop Franchise Website - Build new franchises, pick which drinks a shop will server. Tech: HTML, CSS, JavaScript, Bootstrap, EJS, Express, Mongo.
- Bubble - A cross between pong and air hockey that challenges the user to keep the bubble in play for as long as possible [What it is and what it does] TECH: HTML, CSS3, JavaScript, jQuery [The technology used]

Northern Colorado Networking Group, Fort Collins, CO

2015

A volunteer organization that aids job seekers by providing workshops and presentations on skills needed in the job search.

Chair - Social Media Committee

- Set agenda a run weekly meetings
- Schedule committee members to give social media tip during weekly all member meeting
- Gave presentation on using LinkedIn in job search during all member meeting

Schneider Electric, Fort Collins, Colorado

2012 – 2015

Information Management Systems Division. Provide GIS solutions for electric, gas, and water utilities.

Software Engineer

- Provided maintenance for several applications. Worked with the support team on understanding and recreating issues the customers were having. Resolved issues, ensuring no side effects were introduced by the fix. Created unit tests where possible. Worked with team's QA person so she understood the nature and scope of the fixes. Code base was written in C#, C++, and VB6.
- Maintained and added new functionality to a Silverlight client. New functionality included address searching, high resolution server side printing, and support for ArcGIS webmaps.
- Worked with delivery team on custom Silverlight server side high resolution printing for a customer.
- Gave a presentation at the company's annual user's conference on high resolution server side printing.
- Assisted in QA when there was a nearing deadline and the testing load was too high for the team's single QA person to finish by the deadline.
- Assisted QA in testing scalability of ArcGIS's replication process. Worked with VMs on Azure. Worked with the team's QA and our location's IT person to setup feature service that was accessible outside the company's firewall so that the Azure VMs would have access to the data.

Hamernik & Associates, Inc., Boulder, Colorado

2004 – 2008

Forensic Engineering Services – Investigate vehicle accident and building failures, provide expert court testimony.

Multimedia Services Specialist

- Provided front line support for company computers and network. Assisted users with technical issues
- Responsible for the creation of a video used in a court case with a key client. Duties included: vehicle inspection, requirements gathering, product research, video creation, developing sound client relationships, all culminating in a favorable outcome for the client.
- Conducted vehicle and accident site inspections, recording evidence and gathering data relevant to the accident. Performed electronic surveys of vehicles and sites. Survey data was used to create environments for accident simulations and animations.

LSI Logic, Fort Collins, Colorado

1989 – 2003

Microelectronics Division. Design, layout, and manufacturing of ICs.

Senior Software Engineer - 3rd Party Modeling

2000-2003

- Designed and implemented an automated system for generating and testing cell model libraries and created documentation of the generation process. Reduced errors and turn time by over 50%.
- Refactored software used to generate cell timing information used in cell library documentation. Improved software reliability and the customer satisfaction of users of the software.
- Enhanced cell source file control system to automatically update library release tracking system. This decreased the number of late or missed library releases.

Senior Software Engineer - Physical Design Automation

1995-2000

- Designed and automated software version control and distribution system. System guaranteed that correct software components were installed at all user locations. System also allowed for rollback to previous versions if needed to meet customer needs.
- Used object oriented design methodology to develop software that automated chip pad placement. The C++ program generated a scheme script which was run in a 3rd party layout program.
- Developed software, including GUI, that initialized environment for physical layout and verified that all required input files were present and valid. This decreased the time needed to bring a new ASIC design into the layout system and reduced errors caused by missing or incorrect input files.

Software Engineer - Software Development

1989-1995

- Developed design test information database.
- Designed and implemented GUI for entering data in to the database.