Ian Littke

Software Developer

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Social Network –

- linkedin.com/in/littke
- github.com/mowzie
- github.com/mowzie/Resume

Languages ———

- C#
- JavaScript
- Python
- MYSQL

Frameworks ———

- ReactJS
- MCV WebForms
- WPF
- TensorFlow

Other Interests -

- Deep Learning
- NLP
- Recording & Mixing Music

Soft Skills ———

- Adaptable & Flexible
- Fast Learner
- Troubleshooting
- Friendly & Empathetic

Work Experience

2018-2020   **Software Developer**   Faithlife
- Developed new features using **C#**, **React**, and **MVC WebForms**
- Created new and updated old **RESTful API routes**
- Worked in new and legacy codebases
- Feature and unit tests in **NUnit**

2010 – 2015   **Software Test Engineer I, II, III**   Populus Group, LLC for Microsoft
- Manual and automated testing for Xbox Kinect
- Created in-house **C#** recording tool used by team
- Rewrote nightly tests in **C#**
  - Documented results in a **.NET** webpage with **Excel Pivot Tables**

Education

2015 – 2017   **Bachelor of Science: Computer Science**   Western Washington University

2014 – 2015   **Associate of Science: Math Focus**   Edmonds Community College

2007 – 2009   **Associate of Applied Arts: Audio Production**   Art Institute of Seattle

Projects

Current   **Website Rewrite**   http://boxtopsoft.com
- Modernizing a website from static pages to dynamic html.
- **Python Flask** back-end with simple **JavaScript** and **Jinja** front-end
- Hosted by **AWS**

Current   **Destiny Discord Bot**   Personal
- Simple Discord bot utilizing Bungie.net **APIs**
- Lists online clan memembers, groups by fireteams, shows current activity
- **JavaScript** and hosted by **AWS**
- Source: github.com/mowzie/destinyClanDiscordBot

2017   **Flight Planner**   WWU
- Group project for the Whatcom Civil Air Patrol (CAP), written in **C#**
- Allows CAP to easily create Garmin G1000 navigation files
- Source: github.com/CIOS-Digital

2017   **Reinforcement Learning Project**   WWU
- Group project to use machine learning models to teach a rigid-body simulation in Unity
- Utilized **ML-Agents** framework to tie Unity with **TensorFlow**

2017   **Device Driver**   WWU
- Device driver for an external audio interface
- Written for both NetBSD (**C**) and Windows 10 (**C++**)
- Source: github.com/mowzie/dasDriver

2010 – 2015   **Recording Tool**   Microsoft
- **WPF C#** app to assist in manual and automated recordings
- Controls a **LUA** gantry robot for audio playback while Win10 device is set to record