







Ian Little

Software Developer

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
Social Network

 linkedin.com/in/little
 github.com/mowzie
 github.com/mowzie/Resume

Languages

 C#
 Java
 C
 JavaScript
 Python
 MySQL






Frameworks

 ReactJS
 WPF
 MCV WebForms

Other Interests

 Deep Learning
 NLP
 Recording & Mixing Music
 Camping
 Sailing

Soft Skills

 Adaptable & Flexible
 Able to MultiTask
 Fast Learner
 Troubleshooting
 Friendly & Empathetic

Work Experience

| | | |
|-------------|--|----------------------------------|
| 2018-2020 | Software Developer | Faithlife |
| | <ul style="list-style-type: none">• Developed new features using C#, React, and MVC WebForms• Created new and updated old RESTful API routes• Worked in new and legacy codebases• Wrote feature and unit tests in NUnit | |
| 2010 - 2015 | Software Test Engineer I, II, III | Populus Group, LLC for Microsoft |
| | <ul style="list-style-type: none">• Manual and automated testing for Xbox Kinect• Created in-house C# recording tool used by team• Rewrote nightly tests in C#<ul style="list-style-type: none">• 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 | Destiny Discord Bot | Personal |
| | <ul style="list-style-type: none">• Simple Discord bot utilizing Bungie.net APIs• Lists online clan members, groups by fireteams, shows current activity• JavaScript and hosted by AWS• Source: github.com/mowzie/destinyClanDiscordBot | |
| 2017 | Flight Planner | WWU |
| | <ul style="list-style-type: none">• Group project for the Whatcom Civil Air Patrol (CAP), written in C#• Allows CAP to easily create Garmin G1000 navigation files• Currently under rewrite due to Google API changes• Source: github.com/CIOS-Digital/flight-planning/tree/dev | |
| 2017 | Reinforcement Learning Project | WWU |
| | <ul style="list-style-type: none">• Group project using machine learning models to teach a rigid-body in Unity• Utilized ML-Agents framework to tie Unity with TensorFlow | |
| 2017 | TCP Chat App | WWU |
| | <ul style="list-style-type: none">• Client and Server chat app written in C and using curses• Uses initializes socket creation and listening• Source: github.com/mowzie/tcpChat | |
| 2017 | PCI-DAS08 Device Driver | WWU |
| | <ul style="list-style-type: none">• 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 |
| | <ul style="list-style-type: none">• WPF C# app to assist in manual and automated recordings• Controls a LUA gantry robot for audio playback while recording on Win10 | |