

Ian Littke

Software Developer



Bellingham, Washington



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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

Working 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• 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	Website Rewrite	http://boxtopsoft.com
	<ul style="list-style-type: none">• 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
	<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• Source: github.com/CIOS-Digital	
2017	Reinforcement Learning Project	WWU
	<ul style="list-style-type: none">• 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
	<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 Win10 device is set to record	