

Michael Vaganov (michael.vaganov@gmail.com)

TL;DR - motivated programmer who loves teaching. See <https://tinyurl.com/mvGitRes> for details

- **20+ years Programming:** hobbyist, game programmer, educator, consultant
- Programming Languages: **C, C++, C#, Java, JavaScript, Python**
- Software Domains: games, productivity & automation, UI/UX, multi-platform, Client/Server, VR, Web, ANN
- **15+ years Teaching Computer Science:** ages 7 to 40+, as a tutor, undergrad professor, and high-school teacher

Portfolio

- Projects: <http://www.codegiraffe.com/portfolio/>
- Code Samples: <https://github.com/mvaganov/>
- LinkedIn: <https://www.linkedin.com/in/mvaganov/> (including recommendations and endorsements)

Employment History

Computer Science Teacher at Sacred Heart Prep

(August 2015 to June 2019) Faculty member at an exclusive private school

- Teach computer science, with a curriculum designed to motivate in a context of creativity and computer hacking
- Wrote software widely used by school to manage day-to-day schedule notification

Code Coach at theCoderSchool

(September 2014 to August 2015) Elite Computer Science education for youth (between age 7 and 17) in the Silicon Valley

- Custom-built simple and engaging tutorial content for Computer Science and electronic art
- Subjects: Unity3D, C and C++, Java, Blender, 2D and 3D math, Game Design, Project Management

Self Employed Programmer, Entrepreneur

(December 2012 to Present) Personal moonshot, and consulting services including prototyping and technical planning (details in [full resume](#))

Professor at DeVry University (Silicon Valley Campuses)

(March 2006 to December 2014) Professor of Games and Simulation Programming (GSP), a Computer-Science-like Bachelors of Science degree program, with emphasis on game development

- Rated highly in students evaluations (consistently 3.5+ out of 4), despite having [difficult classes](#)
- Focused on teaching performant code and game development in C and C++
- Managed 30+ Senior Project teams (16 week project, 2 to 5 programmers /team with varying skill levels)

Software Engineer at LimeLife

(November 2006 to April 2008) Developer responsible for end-to-end network-aware mobile application development

- Senior-level engineer: product development, build-systems and automation, client/server
- Fully automated a heavily manual build process that required test activity to complete meta-data seeding, saving hours-per-day for build engineers

- Created DRM (Digital Rights Management) abstraction layer for different carriers and platforms, implementing both client and server side code
- Implemented garbage-collection and a domain-specific web-browser for "ALE", a (quite impressive) wide-porting/localization/multi-platform, multi-lingual (C++ and J2ME) API and build system. Created for flip-phones, ALE's build system could notably compile a J2ME program into BREW C++ for any target device known by the system. (see [full resume](#) for details including full-titles list)

Software Engineer at Infospace Mobile Games

(December 2004 to November 2006) Developer of mobile applications with emphasis on client/server interaction.

- Senior-level engineer: product development, framework, R&D, client/server
- Implemented and debugged multiple proprietary asynchronous Client/Server products.
- Conceived and implemented original scriptable UI engines for mobile and created associated compilers and virtual machines.

Porting Engineer at Atlas Mobile (later purchased by Infospace)

(June 2004 to Dec 2004) Very productive first-6-months-of-professional-software-development.

- Client side QA developer, primarily tasked with porting and bug fixing
- Identified as a 'BREW expert' by technical management, 6 months after learning BREW.

Education

Keller Graduate School of Management

(September 2006 to 2010) Masters of Project Management

DeVry University

(July 2001 to October 2004) BS of Computer Information Systems

Other

Volunteering

- Computer Science Teachers Association: Silicon Valley CSTA chapter President since 2018 (Jan. 2017 to Present)
- Unityversity: nearly weekly classes teaching Unity and VR (Aug. 2016 to Present)
- Citizen Schools: public school outreach (Feb. to Apr. 2014, Oct. & Nov 2013)
- Coder Dojo Silicon Valley: conference-style tech meetups for kids (Sep. 2013 to 2017)
- Guest Lecturer at various universities in Uganda (Oct. & Nov. 2012)

Hobbies

- Hiking, Biking, Rock Climbing, Fencing
- Software Side-projects, Game Jams, and Hackathons (samples at <http://codegiraffe.com>)