

NICHOLAS KELL

SOFTWARE ENGINEER WITH A PASION FOR CODE

CAREER OBJECTIVE

Highly motivated individual seeking a software engineer position at a company abroad where people skills, strong work ethic, and self motivation will be valued.

EXPERIENCE

SR. SOFTWARE ENGINEER BAY TEK GAMES PULASKI, WI APRIL 2011 - PRESENT

Write software for x86 and micro-controllers for games. C/C++, Python, BASH, Linux as well as other languages and technologies as needed. Create frameworks for game creation. Source electronic components to lower bill of material. Implemented software version control practices with SVN and Git/Github. Helped implement project management software for the project teams.

INTERACTIVE MANAGER / LEAD ENGINEER IMAGINASIUM GREEN BAY, WI
MARCH 2010 - APRIL 2011

Manage interactive projects and department. Engineer and develop websites working closely with creative teams to ensure quality of site is met. Meet with clients. Setup and maintain SVN and Bugzilla servers to manage software bugs. Created and implemented software design practices. Hire and manage developers and subcontractors.

SR. SOFTWARE ENGINEER, NEXTSOFT NEENAH, WI JAN 2009 - MARCH 2010

Developed and maintained LAMP servers. Engineer Flex and AIR applications using the Flashbuilder IDE, and Java on the server, using BlazeDS. Aided in designing the now in use software design practices. Coded various utility applications in the Python programming language. Worked with embedded Linux. Developed Linux drivers for biometric device. Setup and maintained version control servers and bug reporting servers.

FREELANCE WORK 2006 - PRESENT

PHP frameworks for websites. Flex 3 and 4 frameworks. PHP and Flex package frameworks for remote calling. Robotic programming using Linux, Java, C/C++, and Python. AVR Programming.

EDUCATION

ITT TECH GREEN BAY, WI - ASSOCIATES OF APPLIED SCIENCE SOFTWARE APPLICATIONS AND PROGRAMMING, GRADUATED WITH HONORS 2009

SKILLS

PROFESSIONAL KNOWLEDGE

BASH, Linux, C/C++, MySQL, Apache 2.x, SVN, Git, CVS, PHP, Action Script, Python, Make (Makefile creation), Program network communication

Eclipse, OS X, Netbeans, Static protocol development, SDL, SFML

PROFICIENT KNOWLEDGE

Java, Javascript, Dynamic protocol development, Automake, AVR32, AVR8, PIC8

Electronics theory, Cadsoft EAGLE PCB, AOOOL (Any OI' Object Oriented Language)

WORKING KNOWLEDGE

Linux kernel development, Linux device driver development

Autodesk AutoCAD for Mac, Wings3d

Great communication skills, attendance can't get any better, team player, energetic, I love to learn and expand my horizons.

"Simplicity is the ultimate sophistication."

— Leonardo da Vinci

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