Patrick S. Himes

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Software Engineer

Professional Goal

To design and build VR as well as traditional 2D/3D games for multiple platforms with a focus on dynamic and adaptive audio.

Skills

Programming Languages
C#, C++, Objective-C, Java, JavaScript/UnityScript, Python

Game Engines
Unity 4.6 & 5

VR Hardware
Oculus Rift SDK2

Art Software
Blender, Gimp, InkScape, Paint Tool SAI

Audio Software
Ableton Live, Audacity, sfxr/cfxr

Experience

Inventive Technologies, Inc – 2009 - Current
Director of Software Engineering [2014- Current] – Directing development of v12 of MediaCAST, a web-based Live Streaming/Video on Demand application for school districts and colleges. Responsibilities include supervising local and contracted software engineers; leading in-house development as well as integrating outsourced code. Projects overseen include: iPad and Android App development, Video Transcoding services, as well as Live Streaming and VOD services.

Senior Software Engineer [2009 – 2014] – Developing and supporting three generations of MediaCAST, as well as providing guidance for JR developers.

Verbena Creative & Interactive – 2006 – 2009
Senior Web Developer - Responsible for taking an artist's designs and turning them into database-driven websites and applications.

RJM Systems, Inc – 2002 - 2006
Programmer - Fulfilled client requests for customizing the company product (SONIS Web) as well as programming new core functions and performing code maintenance.

Central Carolina Community College – 2000 - 2002
Lab/Teaching Assistant, Computer Science Department - Installed and maintained computer software and hardware in classrooms and labs. Assisted and substituted for computer programming instructors as needed. Created a custom intranet-based security application that restricted computer access to only active students and faculty.

Education

University of North Carolina at Chapel Hill
B.A. in Asian Studies

Central Carolina Community College
A.S. in Computer Programming