Patrick S. Himes

phimes@me.com | patrickhimes.github.io

Software Engineer

Professional Goal

To work on a variety of technologies that challenge my skills, and the opportunity to help contribute to and improve new and existing systems alike.

Skills

Programming Languages
ColdFusion, C++, C#, Java, JavaScript, Python

Environments/Engines/Servers
ColdFusion (Adobe and BlueDragon), Node.js, Unity3D, IIS 6/7, Tomcat

Development Tools
Git/SVN, Redmine, Salesforce

Databases
MongoDB, MS-SQL, MySQL

Libraries/Packages
Express, Grunt, JQuery

Experience

Inventive Technologies, Inc – 2009 - Current
Director of Software Engineering [2014- Current] – Directing development of version 12 of MediaCAST, a web-based Live Streaming/Video on Demand application for school districts and colleges. Upon assuming this role, I institutionalized Agile Development methodology that resulted in faster development and a more stable product. Responsibilities include supervising and leading virtual teams and contracted software engineers; research and developing prototypes; and facilitating communication between QA and development teams.

Senior Software Engineer [2009 – 2014] – Optimized database, search engine, and application frame work, which made the application 23-times faster and plugged memory leaks. Updated and replaced core features to improve stability. Also provided guidance for JR developers.

Verbena Creative & Interactive – 2006 – 2009
Senior Web Developer – Responsible for full-stack development based on artist mock-ups.

RJM Systems, Inc – 2002 - 2006
Programmer – Coded backend logic for a server-based college administration application (SONIS Web). Also worked on integrating SONIS with outside APIs for importing sensitive student information, such as Scholarships, Grants, and financial aid.

Central Carolina Community College – 2000 - 2002
Lab/Teaching Assistant, Computer Science Department – Designed and coded a custom intranet-based security application that only allowed active students and faculty to log in and use lab computers. Also assisted and substituted for computer programming instructors as needed.

Education

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

Central Carolina Community College
A.S. in Computer Programming

Tech Related Special Interest

RaspberryPi 3
Currently building an Icecast radio streaming server and API backend on a RaspberryPi 3. This pairs with an Angular/Express driven website that allows users to connect to the radio station, provides information about the current song playing, and allows users to request songs.

Unity & Oculus Rift SDK2
Used Blender and Unity3D to create a procedurally generated 3D maze that used the Oculus Rift before Unity adapted native support for the Oculus. Also, I have a keen interest in using audio data to manipulate game objects – creating interactive audio visualizers.