

Hi 🤝 I'm Philip

A passionate full stack developer

Experienced and seasoned software developer with three years of hands-on experience in full-stack development. Known for delivering robust, scalable solutions that meet and exceed client expectations. Proficient in a wide range of technologies, with expertise in C#, ASP.NET, and Blazor. Strong problem-solving skills coupled with a deep understanding of software architecture and design principles. Committed to staying up-to-date with industry trends and continuously enhancing skills to deliver cutting-edge solutions.

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► ⚡ Fun facts

Skills

- **API Development:** Proficient in designing and implementing RESTful APIs with CRUD endpoints. Novice understanding of OData for advanced querying capabilities.
- **Entity Framework (EF) and Entity Data Model (EDM):**
 - Advanced understanding of Entity Framework and EDM for managing data models.
 - Familiar with LINQ to SQL limitations.
- **Unit Testing:**
 - Utilize Autofixture and Mock for writing XUnit tests, automating and simplifying the testing process.
- **Dependency Injection (DI):**
 - Expertise in Dependency Injection design pattern for achieving loose coupling and improving code maintainability.
- **Logging:**
 - Familiar with Microsoft ILogger for built-in logging in .NET Core and ASP.NET Core applications.
 - Experienced with NLog for additional logging features and flexibility.

- **Keeping up to date with technology:** Stay informed about the latest advancements and updates in C# and related technologies.







Education

- **Fox Valley Technical College** (April 2020)
 - Completed Agile training in a small team environment.
 - Developed websites using ASP.NET for frontend and SQL databases for data storage.
 - Proficient in C# 7.1 for database entry updates and RESTful API for UI-backend communication.
 - **CharityConnections** (2020 Fall)
 - ASP.NET website connecting charities with volunteers. Separate account types of charities & volunteers. Volunteers would be able to follow charities, show interest in charity events, like charity events. Charities could ask for volunteers matching specific criteria to do a simple job for events. The goal of the project was be introduced adgile sprints with a team to produce a website that used many-to-many relationships.
 - Utilized EntityFramework and Azure DB.
 - My first team (of 3) project.
 - Adgile

Work Experience

- **The Retirement Advantage**

Software Developer (June 2021 - Present)

-   Spearheaded the development of automated processes and systems to streamline business operations.
-  Designed and implemented solutions for bulk email generation, SSRS report automation, and task-triggered file generation and upload.
-  Ensured seamless synchronization of local databases with third-party APIs to maintain data integrity and accuracy.
-   Enhanced core systems with robust logging and reporting functionalities, improving system monitoring and troubleshooting capabilities.



Projects

Professional Projects

- **SupplyDrop** (2021 Winter)
 - Java project for a Minecraft server.
 - Dropped loot randomly on the surface for players to collect.
- **Collection Letters** (2022 Winter)
 - ASP.NET project for sending bulk emails for late invoices.
 - Implemented HTML editor and advanced filtering functionality.

- **DBAA Emailer** (2023 Spring) 
 - C# project for automated reoccurring email notifications.
 - Managed project states and handled task updates.
- **General Use Task Completer** (2024 Spring) 
- **Libraries:** NLog, XUnit, TraDataServices.Common
- **Description:** Solution for completing tasks with various requirements. Standardized process for efficiency.
- **Reason for Stopping:** Ongoing development and maintenance.
- **Receipt Bot Emailer** (2024 Spring) 
 - Developed a Discord bot for generating email receipts using DisCatSharp paged modals.
 - Implemented multi-language support and custom Discord logging.
 - Managed user roles, integrated containerization, and navigated client expectations.

School Projects

- **Chess Game** (2015) 
 - Developed in Visual Basic during high school.
 - Basic chess implementation with move validation.
- **Boss Game** (2013) 
 - Created using Code Blocks in middle school.
 - Android app where players control a ball to defeat a boss.
- **Snake Game** (2014) <Construct 2>
 - Construct 2 project from middle school.
 - Classic snake game with advanced mechanics.

Personal Projects

- **External Game Viewer** (2017)
 - Utilized OpenCV and C++ to extract game info in real-time.
 - Integrated keyboard input for user interaction.
- **AI Screen Reading** (2017)
 - AI project in C++ and C#, focusing on neural networks.
 - Explored advanced concepts like virtual classes and template classes.
- **ScrambleCraft** (2020)
 - Java project for Minecraft with dynamic item recipes.
 - Achieved 30,000+ downloads and generated revenue.

Contributions

- **OpenMiNet**
 - Contributed to a pure C# Minecraft implementation.
 - Added GUI elements and improved usability.