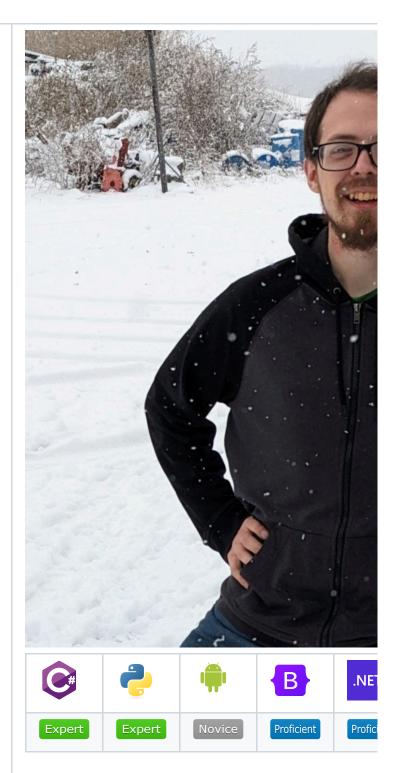
Hi 🤞 I'm Philip

A passionate full stack developer

Experienced and seasoned software developer with three years of hands-on experience in fullstack 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

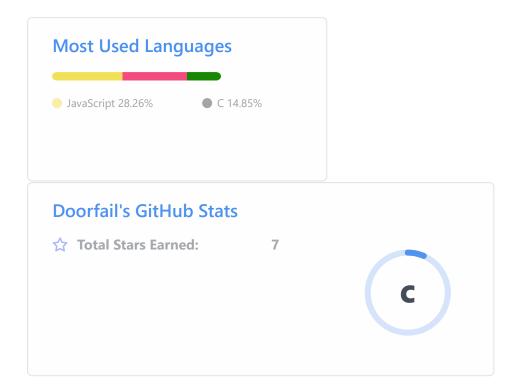


► **∮** Fun facts

software
architecture and
design principles.
Committed to
staying up-todate with industry
trends and
continuously
enhancing skills
to deliver cuttingedge solutions.

- Skills & Qualifications
- Education
- Work Experience
- Projects

Profile views 229



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

Associates in applied science

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 reaccurring 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)
 - o 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 < Construct 2 > (2014)

- 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.
- Al Screen Reading (2017)
 - Al 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.

Support:

