PAUL WOIDKE

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PROFESSIONAL SUMMARY

Paul Woidke has strong experience in software development with a focus on development for the web and mobile devices. He is experienced in building applications using .NET technologies including C# and SQL, as well as various web technologies including HTML, CSS, and Javascript, in addition to native iOS applications. He has worked as a student volunteer at ACM SIGGRAPH conference, was a member of Kappa Kappa Psi, National Honorary Band Fraternity, and has formal training in fine art and graphic design.

TECHNICAL SUMMARY

Languages:	HTML5, CSS3, JavaScript, jQuery, LESS/SASS, C++, C#, Objective-C, SQL
Technologies:	Responsive web design, CSS preprocessors including LESS and SASS, JavaScript tools including jQuery and Underscore.js, Microsoft Visual Studio, .NET Framework, ASP.NET, Apple Xcode, AJAX, Multitier application development, Agile development, source control technologies including Subversion, Team Foundation Server and Git, UI design and prototyping, SQL Server Reporting Services, Regular Expressions, Adobe Creative Suite, 3D modeling and animation using Maya, Video production using Adobe Premiere and Final Cut Studio, Virtual environment development using Unity 3D and Second Life
Certifications:	MCSD 70-480: Programming in HTML5 with JavaScript and CSS3 MCTS 70-515: Web Applications Development w/ Microsoft .NET Framework 4

EDUCATION

Bowling Green State University   **Graduated May 2012**

Bachelor of Arts Degree, Computer Science

Bachelor of Fine Arts, Digital Art

Developer, Sitefinity Team   **NiSource**
                                                                    July 2012 – Present

Worked as part of a team to migrate, create, and extend various modules and pages in Telerik Sitefinity for NiSource Inc. and its subsidiaries. Paul worked with ASP.NET, C#, SQL, and various web technologies including HTML, CSS and Javascript to improve existing site content and create new web applications and sites. The project responsibilities included:

- o Creation of new features and enhancements for enterprise web sites
- o Debugging of applications and documentation of problems and solutions
- o Testing to ensure functionality and stability

Developer   **HMB eGrants**
                                                    November 2012 – February 2013

Worked as part of a team to create and enhance educational grants management software for various state departments of education. Paul worked with ASP.NET, C#, SQL, and various web technologies including HTML, CSS and Javascript to add value to new and existing applications. The project responsibilities included:

- o Creation of new features and enhancements for several enterprise web applications
- o Managing and interfacing with SQL databases to ensure proper functionality
- o Modification of various page styles and functionality to ensure correct page presentation
- o Development of method to convert database values to jQuery scripts dynamically on page load

Web Developer   **Ohio Attorney General's Office**
                                                    June 2012 – September 2012

Worked as part of a team charged with migrating the website of the Ohio Attorney General to a new design. Paul worked with Kentico CMS, ASP.NET, HTML, CSS, Javascript, and jQuery to create a functional website to specifications. The project responsibilities included:

- o Migration of site content to new design, including design updates to existing site elements
- o Documentation of development and system architecture for use by Attorney General's Office staff
- o Development of deployment system used to transition website across multiple servers
- o Migration of required website form data to the new site database using SQL 2008

Mobile Application Developer   **Agile Software Factory, BGSU**
                                                    October 2011 – May 2012

Paul worked as part of a team of 4 developers to create mobile applications for iOS and Android using Eclipse, Xcode and several external libraries and frameworks. As part of this team, Paul worked in an Agile development environment to create an iOS app which displayed a map of the BGSU campus and provided information about various locations, including facilities and directions. This project also included the creation of a database for use in processing location information. The project responsibilities included:

- o Creation of a map application for iOS for use by the students, faculty and visitors of BGSU
- o Design of various assets including icons, buttons, splash screens, and user interface prototypes
- o Development of a database of location data and utilizing this data to populate maps, lists, informational
  pages and for use with geolocation services

Virtual Environment Developer   **BGSU School of Art**
                                                                     April 2010 – May 2012

Paul worked as a member of the Virtual Campus team at BGSU where he modeled objects and environments using Maya, Unity 3D, and within Second Life. He also developed interactive objects and environments for use by students, faculty, and the public. Responsibilities included:

- o Creation of various objects, structures and environments in Second Life and Unity 3D, including
     virtual art galleries, building and campus tours, and virtual meeting places, classrooms and venues
- o Creation of video documentation of various events and assets
- o Researching new technologies for use by the BGSU Virtual Campus team
- o Presentation of projects and technology for various organizations and personnel