

EDWARD HUGHES

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EDUCATION

BS Computer Science, University of Illinois at Chicago (UIC)

Dec. 2018

SKILLS

- C# • .NET Framework • .NET Core • ASP.NET Core • MVC • JS • jQuery • HTML • CSS/Sass
- Git/GitHub • Microsoft Visual Studio • SQL Server

PROJECTS

Back-End Developer | Blog | [GitHub](#)

Apr. 2020 - Present

Blog using RESTful API endpoints to allow users and admins to create, edit, delete, comment, and like posts

- Convert all synchronous CRUD operations to asynchronous using C# Tasks
- Implement image upload backend feature using Imgur API
- Refactor 30+ classes to conform to coding styles and conventions using StyleCop and CodeMaid
- Standardize 18 classes in controller and data access layer
- Assist in implementing soft delete

Full Stack Developer | Chat app | [GitHub](#) [Image Preview](#)

Mar. 2020

Multi-user real-time chat app

- Examined and repaired unusable ASP.NET Core with MVC and SignalR app
- Hosted with Azure and AWS RDS SQL Server 2017
- Redesigned and created front-end using Bootstrap

Solo Indie Game Developer | Disorientis | [Google Play Store](#)

Apr. 2017 - Jan. 2020

Single-player top-down high score Android arcade game

- Designed and implemented 80+ C# classes for Unity game engine
- Utilized Unity Scripting API, Unity Ads, and Google Play Services
- Debugged, tested, and optimized game
- Created 26+ 3D models and other assets using Blender, Adobe Photoshop and Illustrator

Lead JavaScript/Front-End Developer | PieShell | [GitHub](#)

Spring 2018

Pie-shaped menu-driven GUI for Linux/UNIX shell cmd assembly (UI Design & Prog. course)

- Designed and developed visual and proof-of-principle prototype
- Developed using React, JS, and jQuery
- Applied best practices for designing user interfaces

JavaScript/Front-End Developer | Candy Crush | [GitHub](#) [Image Preview](#)

Spring 2018

Candy Crush game (UI Design & Prog. course)

- Developed using HTML, CSS, JS, and jQuery
- Applied responsive web design and best practices for designing user interfaces

C# Developer | N-tier CTA Ridership Analysis | [GitHub](#)

Fall 2016

GUI app for ridership analysis of CTA Stations from raw data (Prog. Lang. Design & Implementation course)

- Developed using C# and SQL
- Implemented with 4-tier architecture: presentation, business, data access, and data store

WORK EXPERIENCE

Research & Data Entry Specialist | Hardscrabble Developments, LLC

Jan. 2017 - Present

- Identify real estates suitable for investment
- Search and record public records for mailing information in Google Sheets
- Automate the creation of letters to owners of real estates of interest, saving time by about 87%