RENOGADE FARN
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EDUCATION

Georgia Southern University, Statesboro, GA - *BS in Computer Science*
Relevant Coursework: Data Structures, Algorithms, Distributed Systems, Software Engineering, Database Systems

Georgia Southern University, Statesboro, GA - *BS in Mathematics*
Relevant Coursework: Probability & Statistics, Mathematical Statistics, Statistical Computing with R, Data Analysis, Linear Algebra, Mathematical Modeling

PROFESSIONAL EXPERIENCE

Software Engineer | Inventure IT   **March 2025- Present / Savannah, GA**
- Designed and maintained client-facing applications using ASP.NET Core, Blazor, C#, and SQL, including a MAUI Blazor hybrid Point-of-Care app used in dermatology clinics, generating $300K in annual revenue.
- Implemented responsive UI with HTML, CSS, and JavaScript, enhancing UX with features like search, sort, and pagination.
- Developed dynamic SSRS reports to streamline billing workflows, cutting review time by 50%, and reduced support calls by 30% through QA, performance testing, and SQL issue resolution.
- Managed Agile workflows and deployments using Azure DevOps while collaborating with internal and external stakeholders across business-critical systems.

Gameplay Programmer | Tupelo Labs   **Jan 2024- March 2025 / Savannah, GA**
- Assisted in direction and planning of gameplay development for Demon Wars: Commodore's Command, a VR/MR tabletop strategy game
- Developed core systems using Unity3D, including Netcode for GameObjects, NavMesh AI, and VR controls
- Implemented support for hand tracking and controller input on Meta Quest 2 & 3
- Supervised and mentored interns, assigned tasks, and organized sprints using Trello Contributed to project direction, prototyping, and internal documentation

Software Engineer Intern | Southern Automation Logistics & Technology   **Jan 2023 - Dec 2023 / Statesboro, GA**
- Implemented confirmation popups using HTML5, Bootstrap4, and C# to allow patients to delete and restore claim tickets in the Complete MD medical software
- Enhanced SQL stored procedures to filter duplicate data in lab summary reports, wrote SQL queries to debug and troubleshoot software issues, and handle production on-call support tickets.
- Fixed search filters and added ASP.NET validation controls on toggles to improve search experience
- Resolved backend bugs to prevent email resets from not expiring

PROJECT EXPERIENCE

Demon Wars: Commodores Command   **Project Link**
- Created a responsive web application using JavaScript, Node.js, RESTful APIs, and dynamic query systems to compare and display game prices.
- Implemented efficient infinite scrolling and filtering mechanisms for enhanced user experience.

Warner Robins- Unity Augmented Reality Experience
- Collaborated with an Air Force base to develop an AR experience using Unity3D and the Vuforia SDK, allowing users to scan real-world posters to spawn interactive aircraft models in augmented reality.
- Created and animated 3D airplane models in Blender for use in the AR scenes, optimized for performance across devices.
- Deployed the application on Android, iPhone, and HoloLens 2, ensuring cross-platform compatibility and a smooth user experience.

TECHNICAL SKILLS

Programming Languages: C#, JavaScript, TypeScript, SQL, Java, C++, R, HTML5, CSS3
Frameworks & Libraries: .NET Core, ASP.NET, Blazor, Entity Framework, Spring Boot, Bootstrap, Unity XR Interaction Toolkit, Meta SDK
Game & XR Development: Unity (XR/VR/AR Development), Meta Quest 2/3 (Hand Tracking, Anchors, Netcode for GameObjects), VR Interaction Design, Physics Simulation, Shader Graph
Cloud & DevOps: Azure DevOps (Pipelines, Boards),, Git, GitHub, Trello, Unity Version Control