Ross Agginie

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Experience:

Software Developer @ Rumothy LLC, Orlando August 2019 - Present
Mentor (**JavaScript**).
- Mentoring clients in these technologies: **HTML/CSS**, **JavaScript**, **TypeScript**, **Web APIs**, Events and Event Handling, Client-Side Storage, JQuery, AJAX, **Node.js**, ES6+, Asynchronous JavaScript, Node Servers, MySQL, Handlebars, ORM, CRUD with Sequelize, **Git**hub**,** Git bash**, MongoDB**, Express, **React**, **MERN, AWS S3.**

Software Developer @ Secure and Benchmark Electronics, Orlando Nov 2014 - July 2019
A video management system for mass transit vehicles (**C#**).
MPVS v2 - Multi-purpose video system for vehicles.
- **Architect**ed, designed and developed a mobile surveillance system to **collect metadata** (GPS, GForce, Events) for seamless integration with video.
- **Served as team technical lead** (3 developers). Provided software standard document. Encouraged and modeled **clean code**, clean architecture, **domain driven design, SOLID** principles and general software engineering best practices.
- **Managed DevOps.** Setup continuous testing and continuous integration to allow early detection of problems.
- Managed **source control** (Team Foundation Server **TFS)**, automated testing, and **unit testing** processes.
- Migrated a set of tightly coupled services to a **microservice architecture**.
- Delivered requirements on-time enabling continuous project funding.

Software Developer @ Thomson Reuters, Orlando 2013 - 2014
A Property Tax web application (C#).
- Became a quick contributor to a large and complex code base.
- Developed and maintained code. Technologies: .NET, **HTML/CSS**, **JavaScript**, **JQuery**, **ASP.NET**, SQL Server.

Software Developer @ SCT Performance, Orlando Apr 2013 - Aug 2013
A Fleet Vehicle Management System (**C#, C++**).
- Developed software tools for handheld automotive performance / fuel economy / custom tuning devices. Stakeholders: Ford, General Motors and Dodge / Chrysler vehicles.

Software Developer @ Thomas Defense Group and Tactical Micro, Orlando 2011 - 2013
A training video system (C#).

MPVS v1 - Multi-purpose video system. An application used to train soldiers to clear a facility from room to room and produce an After Action Report.

- Worked closely with Senior Developers to understand the code base.
- **Tested** the functionality of the MPVS and authored the user documentation.
- **Deployed** the system to the Tennessee National Guard.
- Prepared and **taught classes** for users.
- Analyzed the **FASIT** protocol to subsume targetry programs such as **TRACR**. FASIT: Future Army System of Integrated Targets. TRACR: Targetry Range Automated Control and Recording.
- Removed the dependency between MPVS and its video management system (Milestone) enabling it to work with other 3rd Party VMSs (Luxtriot).
- Began creating a prototype (independent services and applications) MPVS v2 to work on mass transit vehicles.

Software Developer @ Retail Technologies Corporation, Orlando 2010 - 2011
A Point-of-Sale Checkout system (**C++**).

- Implemented **Java Native Interface**(JNI) and Remote Method Invocation(Java RMI) for Walgreens' IC+ Prescription Service.
- Integrated communication for **financial transaction** card originated messages to be interchanged between acquirers and card issuers.
- Added features using the OPOS point of sale device standard, and JPOS mission-critical enterprise software.
- Developed an **API** for application reporting to Dashboard, a monitoring web app.
- Created fullstack prototype on Ubuntu Server: **MySQL**, **python, PHP**, and Smarty to separate the presentation (HTML/CSS) from application logic.

Freelance **Software Developer**, Little Rock, Arkansas 2009 - 2010

- Created a proof of concept with Amazon Web Services (**AWS**) Simple Queue Service (SQS) to send, store, and receive messages between software components at any volume, without losing messages or requiring other services to be available. (**C#**)
- Developed a Restaurant Menu Application prototype for small businesses. (MySQL, **C++**)

Technical Analyst @ Toptech Systems Inc, Longwood 2006 - 2009
A Petroleum Terminal Management System (**C**).
TMS5, TMS6 - mission critical **UNIX** based petroleum process control and automation systems.

- Heavily used UNIX, **Qnx**, and **Linux**, MySQL.
- Analyzed complex code base to fix customer issues.

Computer Technician @ BancTec, Arkansas 2004 - 2006

- Analyzed and resolved computer and printer **software/hardware** issues.
- Provided next business day service to Dell customers.

Software Developer Intern @ Garver Engineers, Arkansas 1998 - 2001
- **Configured company network** (Windows NT client/server).
- Worked closely with the Network Administrator.
- Upgraded company software and hardware.
- Bench-marked (**C++**) quick-sort and insertion-sort implementations (array vs doubly linked list).
- Implemented **Data Structures** (**Java**): linked list, doubly linked list, stack, queue.
- Created games: HighLow guess, Synonym guess.

Other Technical Skills:
- Languages: Machine code(1111-f), **Assembly**(mov ds, ax), Basic, Pascal, F#, **Haskell** (fold (+) [1,2,3]).
- Devices: Bread-board, 6502 (lda #$ef).
- Databases: Dbase.
- IDEs: Dos edit (C:\edit), Vim, Visual Studio, Borland C++ Builder, Eclipse, **Visual Studio Code,** Emacs.

Education:
Computer Engineering B.S., University of Oklahoma, Norman, Oklahoma

Personal Projects:
- Audio Plugin development
- An application for novelists
- Game development