

Russell Perlow

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SKILLS:

Management Software: Azure DevOps, Confluence, JIRA, SharePoint, Wiki.js, xWiki
Programming Languages: C#, Java, Javascript, HTML/CSS, Python, C/C++, SQL, Swift
Developer Tools: Visual Studio, Xamarin, Android Studio, Firebase, Unity 5.0, XCode, IntelliJ
Other: PowerPoint, Git, Agile, REST API, Node.JS, Vue.JS, Flask, React.JS, Angular.JS

CERTIFICATIONS:

Certified ScrumMaster (CSM)

August 2022 to August 2023

Certified ScrumMaster from Scrum Inc.

EDUCATION:

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY

Bachelor of Science in Game Design & Development, Minor in Mobile Development - May 2020

GPA: 3.33

EXPERIENCE:

Software Engineer, End to End Development

Wingbrace LLC, Bedford, MA

6/20 – Present

- Scrum Master for 8 person development team. Facilitates daily stand-ups, sprint reviews, retrospectives, planning, backlog refinement and prioritization. Creates and presents slide decks detailing development work for client meetings. Facilitates cross team communication.
- Designed and developed full-stack web applications, sites, cloud-like architecture and interfaces in an agile environment.
- Continued development on advanced modeling and simulation applications.

Web Designer CO-OP, Web Development

Wegmans, Rochester, NY

1/19 – 8/19

- Designed and developed End to End Applications for projects in SharePoint, K2, HTML, JavaScript, CSS, and JQuery.
- Gathered requirements and led discovery meetings for each project.

PROJECTS:

Fast Mining (personal project)- a game created in MonoGame. It is a clicker game with different ores and gems being mined as you level up, and has bonuses such as double XP or a time-based auto drill. Working on creating a public leaderboard and in-app purchases.

NFL Wonderland (Class)- side scrolling zombie game created as an in-class, group project. Consists of one long level with multiple enemies in between a mini boss and final boss, a player inventory for medkits to regain health and weapon choices. Implemented a custom character creator using JSON to allow for text editing changes to personal characters. As team lead responsibilities included leading meetings, story assignment, creation and presentation of slide decks.