

# SAVIK FRAGUELA

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## TECHNICAL SKILLS

### LANGUAGES

C#, SQL, JavaScript, Python, Java, HTML, CSS

### TOOLS / CONCEPTS

Agile, AWS, Azure, TFS, Git, Docker, SSMS, Unity Engine

### LIBRARIES / FRAMEWORKS

.NET Stack, React JS, Entity, jQuery, Spring Boot MVC, Node JS

## PROFESSIONAL EXPERIENCE

### TEK SYSTEMS

#### Software Engineer — Senior Software Engineer

Honolulu, Hawaii | APR 2018 – Present

- Led an agile team in creating solutions for Federal Compliance by developing a Self-Service Web App, Internal Business Portal, Reporting Feature and Backend Automation using ASP.NET.
- Worked alongside the business to build a common data model for Health Providers and RESTful APIs to act as a data source for company wide applications.
- Developed a new solution utilizing a modular version of the Microsoft memory cache library as part of a Mainframe shutdown related migration.
- Developed automated Directory processes using .NET, Microsoft Service Bus and Adobe InDesign Server.

### WILLIS TOWERS WATSON

#### .NET Developer

Minneapolis, Minnesota | DEC 2016 – SEP 2017

- Performed full stack .NET application development on multiple client integrations, including those of various Fortune 500 companies.
- Worked closely with Business Analysts and Retirement Implementation Specialists to gather requirements, troubleshoot, and create complex pension specific business logic.
- Setup administrative portals and customized pre-existing and new .NET applications.

### ACTIVISION

#### Lead Quality Assurance Tester

Minneapolis, Minnesota | MAY 2016 – AUG 2016

- Tested pre-release video games and verified functionality, data content, performance, 1<sup>st</sup> Party (Sony, Microsoft, Nintendo) compliance, usability/ playability and hardware/ software compatibility.
- Collaborated with cross-platform teams to provide feedback on product features in response to content updates.

### 89 FRIENDS PTY LTD

#### Software Development Intern

Queensland, Australia | SEP 2015 – FEB 2016

- Created affective computing algorithms and dynamic UI layouts on the Unity Engine to develop interactive applications for Apple TV.

## EDUCATION

### SAE CREATIVE MEDIA INSTITUTE

Brisbane, Australia | JAN 2014 — AUG 2016

**Bachelor of Interactive Development, Major in Game Design**

## AWARDS

### BEST MAJOR PROJECT IN ANY HIGHER EDUCATION PROGRAM

Awarded to the ULTRA GODS game | 2015

Roles: Designer and Gameplay Programmer