Shawn Blakesley

Developing high-quality, state-of-the-art software

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EXPERIENCE

Enplug, Culver City CA — *Senior Software Engineer*

April 2014 - September 2015

Responsible for a wide range of tasks and systems including but not limited to: weekly deployments, implemented browser support on Android and Windows, developing video support on Windows, Mac and Android, managing the build server, creating the splash screen, developing the android control app, code reviews, design reviews, and more. Worked remotely, and drove from Sacramento to LA on occasion to perform rotating support engineer duties.

Volcano, Rancho Cordova CA — *Software Engineer 2*

June 2012 - January 2014

Developer on the latest software release with sole ownership of the CMake macros used to build the entire platform. Designed and developed automated test system. Actively participated in code and design reviews.

ITest CSUS, Sacramento CA — *Head Instructor*

Summer 2013

Taught underprivileged high school students to program an educational game for local elementary school students using Java and Greenfoot. Worked in conjunction with CSUS college student helpers, researchers, and school teachers. Developed the curriculum and coordinated the project.

PARC CSUS, Sacramento CA — *Adjunct Instructor*

Fall 2011 - Spring 2013

Taught supplemental instruction for first two introductory programming courses. Developed course content. Assisted students in lab work.

EDUCATION

CSU Sacramento — *Masters Coursework in CS*

Fall 2011- Fall 2013

Focuses on Artificial Intelligence and Security. Designed AI and rendering system for 2D pathfinding project. Developed cryptography and graphics for steganographic encoder/decoder.

CSU Sacramento — *Bachelors in CS with Minor in Physics*

Fall 2007 - Spring 2011

Focuses on Artificial Intelligence and Graphics. Minor in physics focusing on optics and physics programming. Project lead on crime mapping system senior project for Sacramento Homicide Department.

SKILLS

Languages

C++11/14, Java, C, C#, GLSL, Perl, Python, CMake, JavaScript

Libraries

OpenGL, Boost C++, Qt, FFmpeg, AngularJS, NodeJS, LibGDX

Tools

Visual Studio, IntelliJ, Unity, Android Studio, Eclipse, Cygwin, Github

Operating Systems

Windows, Linux, Android

AWARDS

International Collegiate Programming Contest

First place for 2 years in local Sacramento State Contest (3 people per team)

Heads-up Nominee

Recognized by principal software engineer for optimization of statechart library design

PROJECTS

Enplug

Browser support, OpenGL video renderer, splashscreen, RSS App, Webpage App, native library loader, android app, and more

Volcano

IVUS on OFact, Automated Test System, CMake Build System

CSU Sacramento

ZLife 2D Pathfinding, Crime mapping system, OpenGL Engine, Candy Collector game, Schmesh AI (simplified chess).

References upon request