THOMAS TABACCHI
D E V E L O P E R

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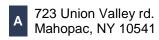Mahopac, NY 10541

OBJECTIVE

To secure a challenging position in a reputable organization to expand my learnings, knowledge and skills, while also making a significant contribution to the success of the company.

EXPERIENCE

February 2021 - Current
Software Developer • Wilton, CT • Canine Company
- Built, planned and implemented a new internal website to keep track of and update all the devices each employee in the company is assigned.
- Added features to an existing code base written in VB6 and C#
  - Added client's pet and fence system info to the technician's job page
  - Added the ability to upload images to an incident report
- Created many of the webpages on the current website
- Created Crystal Reports to send important data metrics in a clear and concise manner
- Set up the entire company with two factor authentication to ensure the security of the company's information

May 2020 – January 2021 & June 2017- August 2017
IT Specialist • Hawthorne, NY • Westchester County
- Made websites ADA compliant
- Maintained Windows 10/7 mixed system
- Troubleshot Issues with programs, hardware, and network

June 2018 – August 2018
VR Coding Intern • Jersey City, NJ • Factual VR
- Conducted interviews to talk about features that would be most beneficial to the employees and increase usability of the software
- Created a prototype bullet trajectory tool in VR
- Maintained documentation of the code base

CURRENT PROJECTS

June 2021 - Current
C# • Unity • Roguelike, Turn-based, Strategy Role Playing Game
- Procedural map generation
- Unit recruitment
- Hub world for bonuses, buying items, and setting modifiers for gameplay

EDUCATION

Rochester Institute of Technology
August 2015 - May 2019

Rochester, NY

Bachelor of Science in Game Design and Development.
Major GPA: 3.10

SOFTWARE

- VISUAL STUDIO
- UNITY
- FIREBASE
- PHOTOSHOP
- CRYSTAL REPORTS

LANGUAGES

- C#
- HTML5/CSS
- JAVASCRIPT
- SQL
- C++

FRAMEWORKS

- VUE
- JQUERY
- BOOTSTRAP
- ASP.NET
- MVC