DEI VALKO

SOFTWARE DEVELOPER

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BEAVERTON, OR ⚲

LINKEDIN/IN/DEIVN-VKOLA

XPGRAM.GITHUB.IO

TECHNICAL SKILLS

Agile ▪ Scrum Methodology
C# ▪ MVC ▪ .NET Framework
HTML5 ▪ CSS3 ▪ Javascript
React ▪ SQL ▪ Bootstrap
C++ ▪ Java ▪ Python ▪ Lua

Visual Studio ▪ Azure
Unity Game Engine
Linux ▪ Windows

PERSONABLE SKILLS

Meticulous ▪ Detail Oriented
Strong Communication Skills
Honest ▪ Accurate ▪ Reliable
Quick to Learn

EDUCATION

The Tech Academy
April - June, 2019

15-week bootcamp designed to train students into entry-level, full-stack software developers.

Portland Community College
2013 - 2015

Math and Computer Science major. Completed Calculus II and all First Year CS classes.

WORK HISTORY

Novus Labs — Test Technician — Sep, 2021 – Current

Performed device testing in a Linux command-line environment and catalogued thorough, variable-isolating bug reports to assist overseas developers with problems and feature additions. Aided on-site team members with component-specific training and on-boarding. Developed shell scripts to automate tedious common tasks.

Prosper IT Consulting — Software Developer Intern — June, 2019

Worked for two weeks in an Agile environment on a team tasked with building an internal website for a construction company. I contributed heavily to their site-wide chat feature, smoothing its animations and visual features, and optimized the backend chat propagation between clients. I also added a website tour feature to acclimate new users to the site's layout.

Chuck E. Cheese — Assistant Manager — Aug, 2014 – Sep, 2021

Oversaw a team of employees, dealt directly with customers and solved technical issues with the arcade cabinets.

PROJECTS

Advance Wars in Typescript/Pixi.js — Aug, 2019 – Current

An in-browser clone of *Days of Ruin* (2008). Features random map generation and auto-configuring tile graphics (land/sea borders, road directions, etc); Typescript code generation for terrain and battle-unit types using Python; a modular state machine which makes scripting player turn events and associated UI systems simple; breadth-first pathfinding which connects a unit-to-move to the field cursor; carefully crafted "user feel" matching the original game; and unprofessional controller support.

Movie Lookup Site with React/Django — Aug, 2021

Built to demonstrate external API and backend competency. Relies on OMDb to deliver movie search results and descriptive details via a flashy website written in React. Also uses a restful Django backend to maintain its own user voting system.

AddressBook Site using Wix and Sendgrid — Dec, 2020

Completed for Wix certification. Maintains a list of contacts by matching user accounts to a Wix database of contact entries. Implementation which prevents unassociated users from manipulating or seeing contacts they don't own. Integrated with Sendgrid to allow users to send emails directly from the site to any of their contacts.

Budgetboy - Budget Modeling Script — Sep, 2020

A CLI program written in Python which keeps track of bill schedules. It displays next-due expenses and income in a list-form calendar, auto-rotating the list by the current date, and can project net savings far out into the future. Uses regex to smartly identify submitted information, and uses subject modularity to simplify the command interpreter.