

Summary

Seeking a challenging and rewarding position where I am solving problems by coming up with creative solutions that leverage existing technology or systems. A position where I am making people's lives easier and they can focus more on their work and less on repetitive tasks or issues.

Experience

- Wrote simple Java OS and disassembler in assembly while studying OS architecture and differences
- Debugged software in multiple environments using VMWare
- Setup different network configurations both on Virtual and physical machines
- Designed and developed several systems including network interfaces to send data between machines and devices using different protocols, Fog of War system, level editor, command and control, and more
- Debugged device and computer issues, like slow down, network issues, data recovery and more
- Developed full 2D game Engine and small game within the time period of a class
- Worked with team on a school campus social game to be used for new students
- Developing Android application that focuses on Grocery store items and their prices
- Full website with PHP and SQL Database backend for organizing ranked gaming team

Skills

- Effective interaction with customers, co-workers and all levels of management
- Capable of keeping highly confidential material confidential
- Great problem solving skills and excellent analytical thinker
- Very patient and ability to translate highly technical computer issues and language into an understandable format to non-technical people
- Windows, Linux and Macintosh experience
- Perforce, Git, CVS
- Visual Studio, KomodoIDE, JetBrains, Netbeans, Eclipse, Android Studio, Adobe Premier, Photoshop, PageMaker, Flash Professional & Builder, Beyond Compare, Visio, Excel, Word
- C/C++, C#, Java, PHP, HTML, CSS, Javascript, TorqueScript, UnrealScript, Mel, ActionScript, XML, JSON, YAML, Perl, Python
- Torque Game Engine (TGE), And Torque 3D (T3D), Unity, Unreal Engine, Source Engine
- Facebook API, League of Legends API, Google Play services

Employment

ESAL PLLC (Boeing-Contractor), Lead programmer Kirkland, WA Apr 2006 to Apr 2015

9+ years' work experience as Lead Programmer as a contractor for Boeing working with highly sensitive material. As the Lead Programmer, this included all Systems Administration, day to day operations of office, equipment, staff and contracts. I met with Boeing officials on a regular basis with contract deadlines, and also taught a few classes to college computer major students. In addition to this, I facilitated & managed an entire office move. I developed an Application/Simulation/Game (Serious Game) used in visualization, command/control of quad rotors, and interactive films and other tools for miscellaneous tasks.

Education

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| University of Washington Bothell Bothell, WA | Computer and software systems (CSS), Bachelor's Degree 2006-2011 |
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New Market Vocational Skill Center (Non-required)

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| DigiPen 3D Animation Summer Class | Tumwater, WA | 2004 |
| Professional Medical Careers Summer Class | Tumwater, WA | 2003 |