

Maxwell J. Battcher

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Experience

The Rawlings Group, LaGrange, KY

Software Development Engineer

Oct 2010 – Present

I'm an individual contributor on a small agile team focused primarily on a strong platform for distributed, scalable mining of health insurance claims.

{ Designer, Developer, Analyst
C#, XML, SQL
Silverlight, WPF
Visual Studio
TFS Source Control

Enlark, LLC, Louisville, KY

Chief Technical Officer

June 2007 – Present

Enlark, LLC is the legal entity for my game development projects. Under Enlark, I developed a licensed card game project to a strong closed beta stage. I led regular rounds of beta testing, quickly iterating through bug fixes as bugs were discovered in testing. I regularly deployed each updated project build to the licensor, attempting to keep full transparency in the progress. I had begun negotiations to sub-contract music and sound design for the project. Although this project came to an untimely conclusion, I gained invaluable experience from it.

{ Architect, Designer, Developer
C#, Python, HTML, CSS, JS/JQuery
XNA, Silverlight, App Engine
Visual Studio
Darcs Source Control

Completed projects under the aegis of Enlark include a simple, social group game for the Facebook platform and a role-playing game facilitation robot for Google Wave, email and IM.

Microsoft, Inc., Redmond, WA

Software Development Engineer

May 2006 – Nov 2006

My degree program has a cooperative education requirement. For my second and third internships, I strived to find the best experience that I could learn from and was hired by the Small Business Accounting product team at Microsoft, which was renamed during my employment to *Microsoft Office Accounting*. My project for the internship was to build a strong XML serialization layer for the product's existing strong API for managed code. I designed and developed a powerful and flexible set of tools for migrating the large number of SQL Server-stored entities between XML and the product's existing extensive business logic and validation logic, reflecting the expressiveness of the primary API as accurately as possible in XML. I presented the tools that I worked upon to the teams that I worked with, and provided the presentations so that they might be used for discussing the project with the product's external partners. I documented the project to insure that the tools could continue to be maintained and expanded. I also built prototypes to explore the future potential of my project, including experimentation in using the product in "software-as-a-service" environments.

{ Designer, Developer
C#, XML, SQL
Visual Studio
Source Control

UPS, Louisville, KY

Aug 2004 – Dec 2004

Software Developer

For my first internship, I worked with the Airline Operations Headquarters for UPS. I was assigned to an existing, internal status tracking web application. I quickly familiarized myself with the application's codebase. I worked with the application's internal end users to diagnose and correct bugs. I lead a couple of major projects involving the restructuring and refactoring of the application to make the project more robust, better meet end user needs, and to save the company future development and maintenance costs.

{ Developer
HTML, CSS, SQL

Education

University of Louisville, Louisville, KY

Dec 2008

Master in Computer Engineering and Computer Science, J. B. Speed School of Engineering

- C++ Lab Assistant
- Project facilitator and data migration consultant

University of Louisville, Louisville, KY

May 2007

Bachelor, Computer Engineering and Computer Science, J. B. Speed School of Engineering

- Association of Computing Machinery
- Triangle Fraternity – A Fraternity of Engineers, Architects, and Scientists
- Speed School Student Council