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Qualifications

I am a results-driven software engineer with a passion for the rich narrative potential in interactive media, particularly that intersection where code becomes storytelling. I have experience with software development over 15 years and more than 10,000 hours of programming. I am a programming polyglot with experience in many programming languages, but I am most expert in the areas of .NET (C#) and Python (including Django and App Engine). I am focused on a challenging technical career in interactive media utilizing skills in software design, software development and project management. I have superior analytical, time management, and problem-solving skills. I work well independently and in a team environment.

Experience

Enlark, LLC, Louisville, KY

Chief Technical Officer

June 2007 – Present

In 2006, I rekindled my passion to bring my software development expertise to video games. To this effort, I lead negotiations to contract a uniquely themed card game deck. I conceived to bring this card game to new audiences, by architecting a digital recreation of the game for Xbox Live players. I began work on this project alongside the completion of my undergraduate and the entirety of my graduate academic career.

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

In June 2007, I officially established *Enlark, LLC* to act as the legal entity for my game development. By 2009, I had managed and developed the card game project to a strong closed beta. 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.

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. Several prototypes for potential future projects have been developed in Silverlight.

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

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

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.

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

December 2008

Master in Computer Engineering and Computer Science

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

University of Louisville, Louisville, KY

May 2007

Bachelor, Computer Engineering and Computer Science

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