

EDUCATION

University of Wisconsin Stout – Menomonie, WI 09/10 –12/14
B.S. Game Design & Development, Computer Science – Concentration
B.S. Applied Math and Computer Science, Software Development – Concentration

EXPERIENCE

PeopleNet 01/15 – Present
Software Engineer II

- Develop vehicle simulator using American Trucking Simulator game.
- Develop new features for Android platform.
- Assist senior engineers in new feature design.
- Utilize Xamarin Android to port legacy device code to Android platform.
- Port existing web code to utilize Microsoft Azure services.
- Develop new interface to proprietary hardware using MQTT and AWS IoT.
- Assist 3rd party developers with product releases.
- Cross train senior and junior developers in builds, 3rd party plugins, and Android.
- Lead interns and junior developers.
- Improve build and code review systems.

Maverick Software Consulting – PeopleNet 06/14 –12/14
Software Engineer Intern

- Fixed software bugs on legacy platforms.
- Diagnosed and write reports on RMA devices.
- Developed features on Windows 7 tablet devices using C#, .NET, and WPF.
- Experimented with potential 3rd party tools.

Maverick Software Consulting – Menards 05/13 – 05/14
Software Engineer Intern

- Developed CMS grid pages utilizing JQuery and AJAX.
- Created design documentation for upcoming changes and features.
- Assisted senior developers in front end development of web features.
- Participated in code review with using Crucible.
- Engaged in Waterfall engineering practices.

GAME DEVELOPMENT EXPERIENCE

DeFragged 07/14 – 12/14
3D Multiplayer FPS Independent Study developed in Unreal Engine 4

- Explore relationship between dedicated game servers and their clients.
- Developed gameplay and multiplayer systems using C++.
- Leveraged Agile and Scrum to organize team workload.
- Organize small team using agile and scrum practices.

Spirit Invasion 09/13 – 05/14
3D 3rd Person Arcade Flight game developed in Unity

- Developed camera and dialogue game systems in C#.
- Assisted with physics and gameplay programming.
- Designed overall gameplay flow.

TECHNICAL SKILLS

Exceptional:

- C# / .NET
- Git/SVN
- Java
- Android

- Paho/MQTT
- Xamarin
- WinCE/Mobile
- Visual Studio
- HTML/CSS

Experienced:

- C++
- JQuery
- Javascript
- Python

- Unreal Engine 4
- Unity 5
- TCP/UDP
- ASP.NET
- Linux