

First Last

Address: 3 Fake Street, City, State

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Education

University of Fake

- Bachelor of Computer Science - Dec. 2015

Experience

Senior Software Engineer

Dec 2019 - Present

My Company - City, State / Remote

- Implemented code to populate GUIs in Unity WebGL projects with data from remote databases using REST APIs. Created scenes in Unity to display these GUIs and the scripts to make them work properly.
- Built parts of a web application using Python/Django to communicate with third-party REST APIs controlling sensors that monitor environment variables.
- Built parts of a SPA (Single-Page Application) using the Angular framework to allow users to interact with Autodesk Forge APIs.

Senior Software Engineer

Jul 2018 - Dec 2019

My Company - City, State / Remote

- Created a 2D interactive map application in C# to replace a 20 year old ActiveX component to support the DoD. Using WPF and implementing the MVVM design pattern, this application provided better maintainability and an increase in performance over the ActiveX component. This software was deployed at multiple locations across the globe and customized for use in other civilian projects.
- Provided remote support for users and other software developers integrating the map application.

Software Engineer

Jan 2015 - Jul 2018

My Company - City, State

- Built ten data analysis applications in C# to replace ~10 year old Delphi applications. These applications allowed the user to visualize data contained in binary files and manipulate it as needed. This involved learning Delphi syntax quickly to have a fast turnaround for the DoD analysts that relied on these tools.
- Maintained a timekeeping web application used by hundreds of federal and civilian employees. This involved fixing bugs and adding new features as requested using ASP.NET and SQL Server.

Software Engineer Intern

Jan 2014 - Dec 2015

My Company - City, State

- Created a 2D canvas for visualizing the location of an underwater ROV on a ship's hull that allowed users to mark and save interesting objects on the ship.
- Implemented a heads-up display for the drivers of the ROV to see readings such as heading, speed, etc.

Software Skills

Proficient: C#

- Winforms
- WPF

- MVVM Design Pattern
- Unity UI

Basic front-end skills: Html/Css/JavaScript, Angular framework

Basic back-end skills: Python + Django

Exposure: C++, C, Java, JavaScript, Delphi, SQL Server, MySQL

Qualifications

- TS / SCI Clearance (Current)
- CompTIA: Security+ Certified