

SUMMARY

Highly creative and versatile software engineer skilled in object oriented design. Professionally experienced with the full software life cycle in an enterprise environment. Comfortable working both individually, and in a team setting. Looking for a programming position working on innovative processes with a creative bent.

TECHNICAL SKILLS

Languages: C/C++, Web(HTML, CSS, XML), various SQL, shell, Perl, PHP, Oracle(PL/SQL, Pro*C, SQR), JavaScript, VBscript, Visual Basic, Objective-C, Java, Python, C#, Matlab, Smalltalk, Haskell, Scheme, LISP, Pascal, etc.

Concepts & Packages: OOA/OOD, UML, TCP/IP, Agile, OpenGL, data mining, multithreading, user interface design, machine coding, parallel systems, learning computers, signal processing, pattern recognition, artificial intelligence

Software: Apple Xcode, Visual Studio, Eclipse, Subversion, Microsoft Office, OpenOffice, Photoshop, Pagemaker, Dreamweaver, Logic, ProTools, Final Cut Pro, Blender, etc.

Other Skills: General Office Skills, Computer Repair, Electronics, Networking, Cabling, Web Design, Graphic Design, Audio Engineering, Video Production

PROFESSIONAL EXPERIENCE

Teaching Assistant, Maseeh College of Engineering & Computer Science

Portland, OR

Portland State University

April 2008 – June 2009

- Tutored students in CS106, an entry level course for students learning computer programming fundamentals but not in a computer science related program. Heavily focused on communication, and done with Visual Basic 2005/2008.
- Tutored CS161/162/163 and 202, the basic courses for freshman/software computer science students in C++, teaching concepts ranging from basic formatting up through polymorphic hierarchies and advanced algorithms/data structs.
- Minor tutoring for a number of other topics, including networking, computer architecture, functional programming, etc.

Analyst Programmer II, Enterprise Application Services, Office of Information Technology

Fairbanks, AK

University of Alaska, Statewide

October 2004 – June 2007

- Designed, created, and maintained university-wide software applications used throughout the entire state.
- Worked all levels, from requirements gathering and design, through large and small scale testing, to documentation.
- Example projects:
 - Worked in a 10-person team going through the entire set of customized code written for the University system and proceeding to test, debug, update, and streamline all the code for a back end upgrade by a hard fall term deadline.
 - Primary designer/developer in a 3-4 person team, creating a completely new integrated system system for maintaining information on scholarship students statewide, replacing a manual paper-based system. Worked very closely with end-users throughout the project, and included both client-server, database, and GUI design

Networking, User Services & Web Authoring Assistant, Division of Computing & Communications **Fairbanks, AK**
University of Alaska, Fairbanks August 1999 – August 2003

- Worked in all three departments as a student worker, helping with and independently working on many varied tasks.
- Helped significantly with maintaining and distributing documentation, including video-based documentation.
- Designed and created the department's website as well as working on and maintaining the campus website.
- Scripting in PHP, VBscript, JavaScript, Perl, coding in C/C++
- Microcomputer (Mac/Windows) and networking equipment (primarily Cisco) analysis, repair, and maintenance
- Example projects:
 - Developed wireless coverage maps of the university campus, and made them dynamically available on the web
 - Wrote a web-based program for tracking the location and current state/IOS of all the University's networking gear, both active, in standby, and in repair. Written in php using flat files, web front end, Unix based.
 - Scripted, shot, edited, and scored technology help videos for students explaining things such as: how to get their email accounts, wireless setup, or how to do basic network debugging. These videos were then shown during fee payment and on campus closed-circuit TV during orientation.

EDUCATION

Portland State University **Portland, OR**
Master of Science in Computer Science 2007 – 2009

- GPA 3.87, Specialized in Intelligent and Adaptive Systems under Prof. Melanie Mitchell and Prof. Bryant York
- Selected Courses: Advanced Programing, Artificial Intelligence, Computer Graphics, Concepts of Modern Operating Systems, Independent Research in Parallel AI , Inter-networking Protocols, Machine Learning, Modern Language Processors, Network Management & Security, Parallel Algorithms, Software Engineering, etc.

University of Alaska, Fairbanks **Fairbanks, AK**
Bachelor of Science in Computer Science & Bachelor of Arts in Music 1999 – 2004

- GPA 3.63, Graduated Cum Laude with Honors
- Member of Golden Key National Honor Society
- Selected Courses: Assembly Language Programming, Analysis of Algorithms, Computer Based Music Technology, Composition, Computer Graphics, Cryptography, Differential Equations, General Physics, etc.

OTHER SKILLS AND INTERESTS

- aikido, amateur film making, animation, biking, crafting, digital art, games, music production, new technology, science, tinkering, zymurgy

REFERENCES AVAILABLE UPON REQUEST