

OBJECTIVE

To effectively utilize my skills, experience, and education to make a positive impact by working together with fellow team members to design and develop software that fulfills customer requirements and exceeds customer expectations.

EDUCATION

Bachelor of Science in Computer Science

University of Mary Washington

- Concentration in Computer Information Systems

Graduated May 2011

Fredericksburg, VA

EXPERIENCE

Software Engineer

Tech Wizards, Inc.

January 2011 – Present

King George, VA

- Design, develop, and maintain web pages, most notably an OpenSimulator non-player character command and control system using cURL, a videoconference center with 3D model viewer using WebRTC and WebGL, a Linux shell trainer using a JavaScript Linux terminal emulator, and a document viewer with annotation capabilities using ImageMagick and SVG
- Install, maintain, and manage a Learning Record Store that enables learner activity tracking in virtual worlds and web-based learning environments
- Design and develop web-based learning environments that send learner data to the Learning Record Store via the Experience API
- Write and review technical documents including Software Installation Instructions, Software Users Guides, Project Proposals, and White Papers
- Install, maintain, and manage OpenSimulator virtual world servers on local Windows and Linux machines, as well as on remote Amazon Elastic Compute Cloud instances
- Design and develop scripted 3D content and intelligent non-player characters in OpenSimulator
- Edit the appearance and behavior of 3D models in Blender for upload into OpenSimulator
- Oversee interns creating a video showcasing the company's various projects
- Assist with project demonstrations to customers and key leadership in interested organizations
- Test and perform code reviews on various software components and projects

Application Development Scholar

University of Mary Washington Summer Science Institute

May 2010 – July 2010

Fredericksburg, VA

- Designed, implemented, and tested an iPhone application with guidance from a Computer Science professor
- Prepared an abstract describing the application
- Formally presented my work to fellow Scholars and professors

TECHNICAL SKILLS

- **Languages:** PHP, JavaScript, HTML5, CSS, C#, Java, C++, Objective-C, Visual Basic .NET, Python, Linden Scripting Language
- **Database Systems:** MySQL, PostgreSQL, SQLite, Microsoft SQL Server, Couch DB
- **Web Servers:** Apache, Node.js, Nginx
- **Frameworks:** jQuery, Bootstrap, Experience API, Django, .NET, Cocoa, Cocoa Touch
- **Operation System Platforms:** Windows, Linux, Mac OS X, iOS
- **Integrated Development Environments:** NetBeans, Visual Studio, Eclipse, Xcode
- **Virtual World Platforms:** OpenSimulator, SecondLife, Advanced Distributed Learning Virtual World Sandbox, OpenQwaq
- **Web Technologies:** WebRTC, WebGL, SVG, Amazon Elastic Compute Cloud
- **3D Graphics Software:** Blender, Google SketchUp
- **Version Control Systems:** Subversion, Git

PERSONAL INTERESTS

- Mobile web app design and development
- Developing and managing my personal website and brother's blog dedicated to tropical landscaping
- Snowboarding, running, kayaking, and playing guitar

REFERENCES

Kenneth Allwine

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Colleague

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