

OBJECTIVE

Seeking a software engineer position in a development environment where innovation and creativity are encouraged.

EXPERIENCE

GameFly

Software Engineer

August 2008 – present

- Designed and developed a web based content management system (CMS) in a team environment (C#, SQL Server, WCF)
- Implemented principles of service oriented architecture and created an AJAX-rich, intuitive user interface for the CMS (ASP.NET, C#, Silverlight, AJAX)
- Replaced disparate data sources and administration tools for external facing websites by integrating their data tiers with the CMS
- Enhanced a web application embedded in social media sites (Facebook, MySpace) (FBML, OpenSocial, REST, ASP.NET, C#, AJAX)
- Incorporated features to increase page hits (Google Search API) and advertising revenues (DoubleClick)

Capgemini US LLC

Telecommunications, Media and Entertainment, Software Engineer

April 2007 – August 2008

- Contributed to an overhaul of a major motion picture company's international theatrical distribution system (C# 2.0, SOA, Microsoft Enterprise Library, Oracle PL/SQL, Win Forms)
- Provided technical expertise on user interface, database and framework architecture design for a mission critical accounting application (C# 3.5, LINQ, SQL Server, Win Forms)
- Responsible for the development of several components of an accounting application
- Developed reusable solutions, managed defect tracking and build processes, consistently researched and encouraged software development/deployment process improvements

Intel Corporation

Assembly/Test Technology Development Automation, Software Engineer

January 2003 – August 2003 Santa Clara, CA (Internship), June 2004 – March 2007 Phoenix, AZ

- Collaborated with a geographically dispersed team to design and develop an equipment control framework (C#, MSMQ)
 - Engineered a solution for logistics forecast performance using business intelligence tools (C#, ASP.NET, SSRS 2005)
 - Interfaced with software and semiconductor equipment vendors to define requirements for new features and identify defects in existing components
 - Supported development environment infrastructure for software engineers - managed defects, build processes, server environments, and source control repositories
 - Completed the Rotation Engineer Program (year long leadership training program), mentored peer developers, and recognized for consistently using agile/XP software development principles
-

EDUCATION B.S., Computer & Information Sciences, University of Florida, Gainesville, FL May 2004

RELEVANT SKILLS

- Software Development Processes: Agile, Scrum and waterfall development lifecycles, object oriented programming/design, UML and relationship-entity diagrams, design patterns, software build and package processes, MVC
 - Languages and Technologies: Microsoft .NET Framework 2.0 and 3.5 (C#, VB.NET), ASP.NET, SQL (TSQL, PL/SQL), JavaScript, CSS, XML, SQL Server Reporting Services (SSRS), web services, service oriented architecture (SOA), Language Integrated Query (LINQ), AJAX, REST, integration with social media applications (Facebook, MySpace), Windows Communication Foundation (WCF), Silverlight, FBML, OpenSocial
 - Databases: Microsoft SQL Server (7.0, 2000, 2005), Oracle, MySQL, Access
 - Development Tools: Visual Studio .NET 2008, Microsoft Enterprise Library, SQL Server Management Studio, Quest SQL Navigator
 - Source Control/Defect Tracking Tools: Visual Source Safe, Microsoft Team Foundation Server, Concurrent Versioning System (CVS), Subversion (SVN), Mercury Quality Center, Jira
 - .NET UI Component Frameworks: DevExpress, Infragistics NetAdvantage, Chart FX
-

RESIDENCY STATUS US CITIZEN