

Technologies

Languages

- Proficient in: Rust, Vala, C, C++, C#, Python, Java, PHP
- Familiar with: ASP, JavaScript, LISP

Libraries/Protocols/APIs/CMSs

- Proficient in: GDK/GTK, GLib, Glade, WPF, Winforms, SQL, MySQL C API
- Familiar with: Cairo, cURL, CVS, DIS, HLA, GIT, rsvg, SVN, XNA, OpenGL, JUnit, NUnit

IDEs/Editors/Build Tools

- Proficient with: Visual Studio, MonoDevelop, Eclipse, Vim, Scons, Cargo, CMake, Make

Experience

- OCBOA Consulting, LLC** www.ocboa.net 2016-Present
Member/Lead Software Engineer
- Developing a software platform plan for utility customer websites and accounting needs.
 - Designing and implementing aforementioned software platform plan.
- CyberMages LLC** www.CyberMagesLLC.com 2011-Present
Managing Member/Lead Software Engineer
- Creating and growing a software company.
 - Designing and developing software for customers and internal use.
- Lockheed Martin** www.LockheedMartin.com 2008-2011
Software Engineer
- Prepar3D* www.Prepar3D.com
- Designed, implemented, and managed the development of the new UI in Prepar3D.
 - Set up initial build system.
- GVSC*
- Set up, configured, and demonstrated Lockheed Martin products for customers.
 - Involved in daily customer interaction.
 - Worked on internal projects: LCSGP, ScentServer, CentralDataServer
- Institute for Simulation and Training** www.irl.ucf.edu 2005-2008
Software Engineer
- IGame*
- Project lead on a RTS-style video game (2D) designed for doing research on Marine course-of-action development.
 - Worked closely with client to develop product.
- HapMed*
- Designed and developed a PDA application to control and respond to a tourniquet training arm.
- VIRTE*
- Developed a program for visualizing simulation metrics based off of customer's requirements.
- Socrates*
- Designed and developed plug-in modules for an After Action Review system.

Education

University of Central Florida B.S., Computer Science 2007