



PROFESSIONAL SUMMARY

Vision-driven change agent with robust record of computer programming, graphic design, and IT operations success for leading organizations

An innovative, analytical, and detail-oriented professional with a proven talent for aligning business strategy and objectives with established and emerging programming and graphic design paradigms to achieve maximum operational impacts with minimum resource expenditures. Growth-focused team leader with a wealth of experience spanning project management, web-based application development, game programming, information technology, tracking and debugging, conflict management, audits, and compliance. Exceptionally dedicated professional with keen interpersonal, communication, and organizational skills, as well as expertise in strategy development and implementation, customer service, and team management. Eager to leverage extensive working experience and academic knowledge gleaned during B.S. in Computer Science program at Stockton University to secure a challenging, dynamic position as a professional engineer.

CORE COMPETENCIES

- Fluent in Python/ Java
- HTML/CSS/JavaScript/PHP/C/C++/C#/XML/SQL
- Git/GitHub/Tortise SVN
- Windows/Mac/Linux
- Project Management
- Resource Management
- Configuration Management
- Information Technology
- Graphic Design
- 3D Animation
- Web Development

PROFESSIONAL EXPERIENCE

VOLT WORKFORCE SOLUTIONS, WILLIAM J HUGHES TECHNICAL CENTER, ATLANTIC CITY, NJ, MARCH 2022 TO PRESENT

SENIOR ASSOCIATE SYSTEMS ADMINISTRATOR

- Software Configuration Management
 - Prepared and deployed update to NAS critical Enroute voice switching system.
 - Created and updated baseline installation procedures, software build reports, and configuration management documentation.
 - Maintained AJW-174's media library and oversaw distribution and implementation of media in support of the software development team and systems engineering team.
 - Administered and maintained the organizations in-house custom tracking tool. Researching replacement solution to replace the aging system.
 - Created process to track, manage, and maintain Workstation Technology Refresh (WTR) hardware. Coordinated information sharing between the software team, the system engineering team, and lab personnel informed of any hardware related to the WTR project.
 - Participated in complete software development lifecycle of requirements analysis, design, implementation, testing, and problem resolution. Including participation in problem report scrubs and cross functional reviews.
 - Updating the existing backup process of legacy software and researching alternate solutions to improve the backup process for upcoming WTR project.
- Workstation Tech Refresh
 - Performed the software builds of various VSCS sub systems and updated documents to match the current source code checkout process. Prior to handing of baseline to software and test team, installed software builds in the lab and verified the basic functionality.
 - Researched, tested, documented, and implemented new ways to use CloneZilla and CloneZilla server to mass deploy WTR baseline.
 - Identified an anomaly with the Virtual machines and the configurations. Researched solutions and suggested changes to resolve the issues to the software engineering team.

- Transitioned hardware in NAS critical laboratory inventory from legacy to modern systems effecting both serial and ethernet networks.
- Implemented software configuration management lab to support multiple software baseline builds, media development and quality control activities.

GRIT GAMES LLC, REMOTE, NOVEMBER 2020 TO MAY 2021

JUNIOR GAMEPLAY PROGRAMMER

- Serve as key contributor to cross-functional collaboration with design team to create and iterate on VR gameplay features for Oculus Quest VR headset.
- Orchestrate migration of game content to the latest version of Unreal Game Engine 4.26.
- Pilot set-up and management of multiple development environments for working with Quest 2.
- Employ Perforce software to check files in and out, manage conflicts, engineer development branches, track bugs, change requests, and more.

OC DESIGNS ONLINE, MARMORA NJ, SEPTEMBER 2013 TO SEPTEMBER 2016

GRAPHIC DESIGNER

- Partnered with programmers and other artists to complete original designs and ensure alignment with web platform rules, company guidelines, and industry best practices.
- Conceptualized and designed original online banner ads for various e-commerce stores, leveraging full use of Adobe Creative Suite to tailor services to client needs.
- Incorporated customer input into all facets of design creation and revision process, communicating with clients via online forums and over the phone.
- Operated as de facto IT support by maintaining computers and network in the office.
- Planned, created, and refined various online assets for websites, including icons, banner ads, backgrounds, and textures.

BOSS KEY PRODUCTIONS, INC, RALEIGH NC, MAY 2018 TO JUNE 2018

IT TECH SPECIALIST

- Spearheaded a full audit of 60+ person studio's game developer workstations, servers, game development consoles, peripherals, and software licensing.
- Conducted complete breakdown and refactoring of PC workstations and multiple company servers for salvage and sale.
- Oversaw backup, destruction, and/or deletion of all company proprietary and sensitive data and cloned any hard drives with vital information for multiple secure backups.
- Organized and facilitated hardware and software parcels purchased by outside companies and game studios.
- Facilitated source and backend infrastructure code for sale of proprietary game title IP to another local game development studio.

SELF-EMPLOYED, REMOTE, MARCH 2002 TO PRESENT

GRAPHIC DESIGN/ANIMATION CONSULTANT

- Modeled and textured detailed aircraft flight instrument panels and controls for the British Aerospace Hawk Fighter Trainer utilized in military Instructional System Design software.
- Utilize Joomla and WordPress to develop various websites customized to suit client needs and specifications.
- Devise and design original logos, brochures, ads, apparel, posters, and other marketing materials for new and established companies.
- Researched and developed a 3D model representation of a medical prototype used on the web.
- Deployed a workflow process for backwards file conversion compatibility from Maya 6 to Maya 4.5 for DICE NY game studio.
- Pioneered the creation of workflow solutions for converting 3DS Max file formats to a compatible Maya 4.5 file format while retaining UV Mapping, and authored documents detailing that process.
- Consulted with 4D Solutions, Inc. to produce 3D virtual simulations in aviation.

CARMINE'S ATLANTIC CITY, ATLANTIC CITY, NEW JERSEY, SEPTEMBER 2005 TO PRESENT

SERVER/MANAGER

- Champion company policies, procedures, and regulations, ensuring employee compliance and providing disciplinary action when necessary.
- Liaise with management teams to articulate, coordinate, and implement strategic plans that optimize production, productivity, and customer service.
- Demonstrate expertise in enhancing employee productivity and quickly resolving problems before they escalate.
- Deliver exemplary customer service in a fast-paced hospitality setting.

- Scrutinize, investigate, and resolve food/beverage quality and service complaints to bolster customer satisfaction and secure repeat business.

SCHOOL PROJECTS

SOFTWARE ENGINEERING, SPRING 2021

TRUCK TRACKER APPLICATION

Built a web-based mobile-friendly application for a local company that allows a trucking company to keep track of their maintenance logs on their vehicles and streamline the communication between the owner to the mechanics and drivers.

- Acted as team leader and front-end developer of 4 people and directed us to week-to-week goals. I was in charge of setting up the meetings, giving directions when needed, and helping each team member individually.
- MYSQL, Python, Flask, HTML, GIT and CSS were used to complete the project.

WEB APPLICATION ENGINEERING, SPRING 2021

ONLINE PHOTO ALBUM

We built a mobile-friendly photo album website using HTML, CSS, PHP, JavaScript, and MYSQL. The website had a user registration, photo upload section, personal albums, and user roles.

DATABASE SYSTEMS, FALL 2021

ITALIAN RESTAURANT DATABASE

Working in a team of four, we created a working Oracle SQL database from the conceptual model to the physical working model. I was in charge of creating the SQL tables with their functional dependencies and the SQL codes for inserting data into the tables.

PROGRAM & PROBLEM SOLVING, FALL 2019

ZELDA JAVA CARD GAME

Created a tabletop fantasy card game in Java with two users able to play each other or one player against the AI. There are multiple decks, player hands, and a field where the cards were in play. Each card type had certain abilities and were used until one of the players had zero health.

EDUCATION AND CREDENTIALS

BACHELOR OF SCIENCE (B.S.) IN COMPUTER SCIENCE, 2022; Stockton University; GPA: 3.1;

Relevant coursework and training includes: logic, control structures, subprograms, classes, objects, documentation techniques, testing, and debugging, data abstraction and implementation techniques such as recursion and dynamic data structures and more advanced object-oriented design concepts such as inheritance and exception handling; data structures and algorithms are highlighted through many classes with algorithm analysis, including graphs and graph algorithms, string matching, multi-threaded algorithms, and NP-completeness; garnered knowledge in the software life cycle, process models, requirements engineering, software design, coding, testing, team software development, and application of engineering tools; learned essential tools including assembly language, Linux and Bash, and networking concepts such as network topologies, networking protocols, the layered approach to data communications, the TCP/IP model, client/server systems, network applications, and security.

ASSOCIATE OF SCIENCE (A.S.) IN COMPUTER ANIMATION, 2003; Full Sail University

BACHELOR OF ARTS (B.A.) IN COMPUTER GRAPHIC DESIGN, 2001; Stockton University