

OBJECTIVE Seeking a position that combines innovative software development with the opportunity to lead peers in creating dependable and sustainable web and mobile applications.

SUMMARY Seven years of experience working in a team environment developing robust and engaging applications for the manufacturing and entertainment industries.

EXPERIENCE

Universal Music Group

Senior Software Engineer, 6/2011 – present

- Managed efforts to integrate new and innovative social media functionality into hundreds of high traffic artist websites including www.ladygaga.com, www.eminem.com and www.drdre.com (C#, jQuery, social media APIs)
- Streamlined efforts to create template-driven corresponding mobile optimized websites for each artist site
- Architected and developed a proxy service layer that aggregated artist metadata from multiple content management systems across multiple labels including [Interscope](#), [Island Def Jam](#), [Verve](#), [Decca](#) and [UMG Nashville](#)
- Evangelized to and trained labels in adopting new functionality that included greater social engagement and CRM-related data collection
- Migrated, deployed and continually enhanced www.digster.fm (PHP, Apache, MySQL) – a curated playlisting site integrating functionality to translate playlists between Spotify, Rhapsody and Rdio
- Developed a prototype for a Metro style music experience on Windows 8 tablets (.NET 4.5, C#, XAML)

GameFly

Software Engineer, 8/2008 – 6/2011

- Worked in a team environment to architect, develop and test a content management system (CMS) (C# 3.5, LINQ, SQL Server 2005, WCF)
- Designed and developed a secure service-oriented process to syndicate time-sensitive data (news, videos, screenshot galleries, etc.) to a mobile (GameCenter on iPhone, Android and Palm OS) and desktop client application (C#, authentication, XML, JSON, SQL Server, WCF, ASMX)
- Created ETL (extract, transform, load) functionality to import and export between the CMS system and other video game related web properties

Capgemini US LLC

Consultant, 4/2007 – 8/2008

- Developed a theatrical distribution system for a major motion picture studio in a combined on-shore/off-shore team environment (C# 2.0, SOA, Microsoft Enterprise Library, Oracle PL/SQL)
- Consistently researched and encouraged software development/deployment process improvements and developed reusable solutions, established best practices, managed defect tracking and build processes (Team Foundation Server)

Intel Corporation

Software Engineer, 6/2004 – 4/2007

- Collaborated with a geographically dispersed team to design and develop an equipment control framework (C#, MSMQ)
- Traveled internationally to train technicians on upgrades made to Sonoscan (scanning acoustic microscope) software
- Developed a business intelligence solution for forecasting logistics performance (C#, ASP.NET, SSRS 2005)
- Completed [Intel Rotation Engineer Program](#); recognized for consistently using agile/XP software development principles

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

SKILLS .NET Framework 4.5/4.0/3.5/3.0/2.0, MVC, LINQ, Metro style applications, Windows 8 tablet-centric development, WCF, Silverlight, Visual Studio 2010, SQL Server 2008, Amazon Cloud Services, PHP, NetBeans IDE, MySQL, WordPress themes and plugins, HTML5, JavaScript, jQuery, AJAX, CSS, Facebook/Twitter/Google API integration, service-oriented and agile development, mobile site optimization, Subversion, Team Foundation Server (TFS), IIS Management

RESIDENCY STATUS US CITIZEN