

Software Development Skills in:

Programming	Creative Software	Other
• Swift	• Unity	• GitHub
• Java	• 3DS Max	• Jira
• React	• Adobe XD	• Confluence
• PHP	• Adobe Illustrator	• Firebase
• SQL	• Amazon AWS	• Adobe Photoshop
		• Azure

Work Experience and Education:

- **Developer at Safeguard Equipment Inc.** - from March 2022 to Present
 - Full-Stack Development
 - Sprint-based Development
 - Wrote each Testing Procedure
 - QA Testing
 - Heavy Refactoring
 - Asynchronous Code Development
 - UI Conceptual Design
 - UI Implementation
 - Managing Public Releases
 - Head of Documentation
- **Bachelor of Computer Science** - Eastern Washington University (2019)
- **3D Animation Minor** - Eastern Washington University (2019)

Professional Projects:

- **Safeguard Equipment Compass Pro App** - Detects emergency events, voltage, and current
 - Developed in Xcode with back-end functionality from Firebase
 - First completed project in industry,
 - Started March 2022, released October 2022
- **Safeguard Azure Conversion** – Changed Safeguard App back-end from Firebase to Azure
 - Developed in Xcode using CosmosDB
 - Utilized API Calls and SignalR listeners from Azure
 - Started May 2023, released February 2023
- **Safeguard Manufacturing App** - Streamlines manufacturing line unit testing
 - Developed in Xcode with back-end communication to Azure
 - Connects to Compass Pro device, goes through list of tests, passes test results to Azure
 - Started March 2024, finished June 2024

Personal Projects:

- **Website Portfolio** - <https://www.apfairfax.net/>
 - Created from startbootstrap template, made using Bluehost, html and CSS
 - Learned visual design application in front-end web development
 - Showcases my CS work as concise and visually coherent as possible,
- **Password Cracking video game** - Clue hunting game based on password security
 - Developed in Unity, programmed with C#, assets modeled in 3DS Max
 - Learned time management, made in 1 month as final project option for EWU Security Class
 - Presented for the EWU Creative Works Symposium
- **Rhythm Shooter** - Video game combining first person-shooter and rhythm genres
 - Developed in Unity, programmed with C#, assets modeled in 3DS Max
 - First Large Scale project, learned about project management in Unity
 - Features interactive menu elements, multiplayer, and rhythm sync
- **3D Text Adventure game** - Modernizing the Text Adventure Genre from the 1970's
 - Developed in Unity, programmed with C#, assets modeled in 3DS Max
 - Learned about Unity shaders, text input management, special camera placement/control
 - Utilizes text shortcuts from Unix, a word library, and accommodates for potential typos
- **Participated in EWU Winter 2018 Programming Contest**

References:

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