



Work Experience

Jefferson County Public Schools Software Developer I: November 2014 to Current

Work as a member of a team of developers creating web applications used by teachers, students, parents and support staff at one of the largest school districts in the country.

- Designed task-based views that follow a narrative and are mobile friendly
- Collaborated with other team members in developing creative solutions to solve business owner's needs
- Provided training and created technical documents on use and purpose of developed application
- Created database to meet the data structure needs of application in development
- Developed and maintained CSS, libraries, and templates used in our application development

MonsterTree Games Partner: November 2013 to Current

One half of the team MonsterTree, that has been developing the video game Privateers.

- Produced assets, animation, and promotional materials.
- Oversaw story development and creating a deep and engaging setting.
- Wrote and scripted quest chains.
- Designed UI look and feel.
- Created gameplay mechanics.
- Wrote code for game features.

Skills

C# · HTML · CSS · SQL · MVC · Javascript · SQL ·
Adobe Creative Suite · Corel: Painter · Unity3D

Education

Bachelor of Arts in Art, Area of Concentration Studio
Art Morehead State University, June 2006

Certifications

98-361 Software Development Fundamentals
98-364 Database Fundamentals

References

Toni Hobbs, Director Creative and Branding
Services, Morehead State University
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