

David S. Vandal: Software Developer

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<http://cyberpunk.agency/>

Professional Experience

Hyland Software Westlake, OH August 2017 – Present

Developer I

- Enterprise software debugging and feature implementation utilizing C#.NET
- Utilized Scrum/Agile methodologies

MailerLeads, LLC Fairlawn, OH November 2013 – May 2014

Web Development Intern

- Helped convert MVC based JavaScript front-end from Backbone.js to Ember.js
- Debugged and created features on a web based marketing platform
- Implemented new features while updating a PHP/MySQL REST API back-end

Languages & Tools

C/C++	OpenGL/WebGL/GLSL	Java	HTML/CSS/JavaScript/jQuery	PHP/MySQL	GIT/SVN	
AS3/FlashPunk Library	C#/ASP.NET/TFS	Mathematica	x86 Assembly	Ruby	UE4	Photoshop
Premiere Pro	Illustrator	Debian based Linux	SQL Server	Android	Windows Phone	Ember.js

Certifications & Awards

National Technical Honors Society Member

Internet & Computing Core Certification Global Standard 4

Microsoft Office Specialist: 77-885: MOS: Microsoft Office Access 2010

Microsoft Technology Associate

- 98-361: MTA: Software Development Fundamentals (C#)
- 98-364: MTA: Database Fundamentals
- 98-363: MTA: Web Development Fundamentals (C#)

Business Professionals of America: National Placement for Mobile Applications Development

Education

B.S. Digital Simulation & Game Engineering

Minor in Mathematics

Shawnee State University

May 2017

Certificate of Completion

Software Engineering & Web Development

Medina County Career Center

May 2014

Projects

Flash Games

Developed various flash games for game jams and competitions. Utilized AS3 scripting, as well as the Flash Punk library. See: <http://cyberpunk.agency/>

Bread - 2D Game Engine

A minimalist 2D game engine written in C++, based around OpenGL and SDL2. Intended to be used for small game projects, similar to flash games in nature.

See: <https://bitbucket.org/dsv101/bread-engine/>