

Amanda Chaffin ♦ Software Engineer

wulfkat@darkwynter.com ♦ <http://wulfkat.darkwynter.com> ♦ 704.458.3746

Results oriented software engineer, heavily experienced in OO development, with particular expertise in C flavored languages and Agile development processes. Over 6 years experience in developing software, managing projects, and teaching. Demonstrated problem solver, team leader, and dedicated programmer. Excellent communications skills, both oral and written

WORK EXPERIENCE

Software Engineer (Contractor)

February 2013 – Present (1 year 8 months)

R.E. Mason
Charlotte, North Carolina

Currently, rewriting the software suite to switch out a legacy ERP suite with a more robust system, using WCF, SOA, SOAP architectures. Updating the code base to .Net 4.5 with Entity framework and SQL Server 2012.

Cowrote a light version of the original software suite for use on a multi million dollar project. Introduced a streamlined UI, allowing users to push quotes to orders to the warehouse as quickly as possible. Incorporated an inventory management system for the warehouse using Motorola Scanners.

Wrote a new account management system to integrate with the current internal system in a C#, SQL Server 2008 R2, Team Foundation Server, .Net 4.0 and VS 2010 environment. Responsible for the SDLC - programming, refining design, testing, and integration.

Professor

August 2012 – May 2013

UNC Charlotte

Taught Advanced Game Design and Development (27 students, 9 graduates). Taught Intro to Game Design and Development (39 students, 12 graduates) Fall 2012.

Graduate Research Assistant/Teacher Assistant

January 2009 – August 2012

UNC Charlotte

GRA for Dr. Tiffany Barnes. Includes programming games, research on games, and co-teaching Intro and Advanced Game Design students. Worked on the Greener project. Also worked on building 3D game engines in WebGL, HTML5, and Javascript.

August 2006 – December 2008

TA for the undergraduate class Introduction to Computer Science (Spring 07, Dr. Barnes), undergraduate/graduate classes Intro to Game Design and Development (Fall 06 and 08, Dr. Barnes), and Artificial Intelligence (Fall 06, Dr. Dale Marie Wilson).

May 2006 – August 2008

- 2008: GRA assistant with the REU program for Dr. Barnes. Implemented in-game compiler in an XNA engine (<http://darkwynter.com>) to teach recursion for Master's Thesis.
- 2007: GRA with the REU program for Dr. Barnes. Researched and implemented a prototype on in-game compilation, also designed and developed a database for game log files.
- 2006: RA for Dr. Barnes' Game2Learn project. Programmed a Neverwinter Nights mod to teach introductory computer science.

Systems Operator/Shift Leader

Advanced Internet Technologies

August 1999 – December 2001

Developed websites (<http://aitcom.net>), training aids, training schedules, and handling incoming technical calls and emails regarding client problems (rated at tier three). Handled manager related calls and emails, including the premier customers. Managed a team of six employees that included billing and technical representatives that serviced the billing and technical requirements of a customer base of over 130,000.

EDUCATION

University of North Carolina at Charlotte		1/03-5/09
Master of Science, Computer Science	GPA 3.6	8/06-5/09
• Certificate of Game Design and Development		
Bachelor of Science, Computer Science	GPA 3.012	1/03-5/06
• Concentration in English		

TECHNICAL SKILLS

Languages	C#, Javascript, Java, C++, PHP, Neverwinter, Unreal Script
Databases	MySQL, mSQL, SQL Server, Oracle
Graphic ToolKits	HTML 5 and WebGL, XNA, DX, OpenGL, Aurora, Unreal
OOP Skills	OOA&D, MVC, Data Modeling, Abstraction, Events
Dev Style:	Extreme Agile, Agile “Scrum”, Top-Down, Bottom-Up