S Kyle Anderson
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EMPLOYMENT

Full-Stack Web Developer   Lakeville, PA
Lockdata Technologies   2017–present
- Building a ticketing management and organization platform with a full Microsoft stack of SQL Server, C#, .NET Web Api, and Angular4.

Software Developer   Archbald, PA
UM Technology   2015–2017
- Developed a RESTful web service portal to provide a uniform security interface for document retrieval at a major insurance provider using Java and JBoss.
- Updated and maintained several web applications, including healthcare enrollment websites for over 40 clients using an in-house php platform.

IT Specialist, Software Applications   Washington, DC
Bureau of Labor Statistics, Department of Labor   2010–2015
- Developed a .NET user interface system (MARS) for reviewing and analyzing consumer price index data with a small team as well as a visualization add-on for analyzing historical trends.
- Performed unit testing and worked with designers, users, and testers to create a customized experience for eight user types.
- Designed and prototyped an experimental web-based survey system with full offline functionality using a .NET MVC backend and an AJAX powered front-end.
- Wrote the programming style guide for MARS.
- Attended training and conducted research in order to serve as team expert in web technologies and javascript.

Computational Tools Intern   Silver Spring, MD
Center for Devices and Radiological Health, FDA   2008–2009
- Designed and developed cross-platform user interface software that allows users to simulate experimental CT and tomosynthesis simulations.
- Created tools to convert 3D volume phantoms into triangle meshes as well as smooth undesired jagged edges in 3D meshes and reduce the number of triangles to optimize x-ray simulations.

EDUCATION

M.S., Computer Science   2009
George Washington University, Washington, DC

B.S., Computer Science, B.S., Mathematics   2006
University of North Carolina Asheville

SKILLS
Languages and Frameworks
- .NET (C# / VB), Java, Jboss, HTML5/javascript, php, C/C++

Software
- Visual Studio, Eclipse, Oracle DB, SQL Server, postgresql, ComponentOne, SVN, Git

GAMES
- Created 12 games, including platformers, rhythm games, shooters, and classic arcade games, in 2013 as part of the One Game A Month project.
- Developed games in Java, HTML5/Javascript, and C++, including three Ludum Dare entries made in 48 hours each.