

<http://www.miloonline.net/>
<https://gitlab.com/MiloDC/>

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Languages & Technologies

- C++, F#, C#, some Python, some Java
- Architecture and design, multi-threading and asynchronous programming, back-end services, low-level TCP/IP communications, AWS Lambda microservice and S3 bucket programming, REST APIs
- Windows and Linux development (libraries and executables)
- Visual Studio (2015 – 2022), Git, Subversion, Perforce, JIRA, VisualGDB
- Agile/SCRUM

Employment History

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| Senior Software Engineer | Webroot (OpenText)
(San Diego, CA) | 2017 Mar – Present |
| | <ul style="list-style-type: none">• Sole developer on Webroot's C and C++ BrightCloud threat lookup SDKs for Linux and Windows operating systems, used by industry-leading organizations worldwide (Disney, Cisco, Oracle, Nokia, VMWare, et al.). Chief software technologies involved are design and architecture involving low-level TCP/IP socket communications, high-performance multi-threading and results caching, high-performance trie construction and traversal, background service (daemon) programming, complex URL parsing and IPv6 support, performance metrics, unit testing, sample code in multiple languages (C++, F#, Java, and Python), custom JSON parsing and building for REST API queries and response processing, assorted .NET (F#) development and QA tools, and numerous Bash scripts.• Regular conferences with programmers in North America, Europe, and Asia, to discuss bug fixes and feature requests• C# programming of AWS Lambda modules and Windows services, designed to process and update large-scale databases containing reputation scores and threat levels for IP addresses, URLs, and files worldwide. Software technologies involved multi-threading and concurrency, queueing mechanisms, data access algorithms (including custom stored procedures), and the use of native C++ libraries.• Upkeep of in-depth documentation regarding set-up and usage of the SDK. | |
| Senior Software Engineer | NTN Buzztime
(Carlsbad, CA) | 2014 Apr – 2017 Jan |
| | <ul style="list-style-type: none">• Chief custodian of .NET platform services back-end, including architecture design and C#/F# programming. Technologies included SOAP services, REST (Web API 2) in C# (asynchronous async/await/Task paradigm) and F# (message/mailbox queues, async workflows, Akka.NET actor model, Akka.Remote distributed processing), business object abstraction and data access and business logic compartmentalization, SQL database transactions, and JSON parsing and serialization.• Developed a complete REST security model based on Amazon's S3 authorization technology.• Extensive unit testing and database mocking for data access layer and business logic (MSTest, Xunit).• Chief platform services contact for overseas partners in India, UK, and Ukraine.• Unity 3D game engine concept prototyping and MonoBehaviour programming. | |

- Senior Programmer** **Kung Fu Factory** **2010 Apr – 2014 Jan**
(Los Angeles, CA)
- Chief programmer of .NET tools and libraries, Maya Python tools, and 3ds Max MaxScript tools for artists and designers in US and Japan. (C#, F#, Python, MaxScript)
 - Fully implemented the FaceGen C++ API into Sony's PhyreEngine for real-time facial geometry morphing and texture map modification in the *Spartacus* fighting game.
 - Programmed an in-house animation state transition utility, used by designers to implement event-driven animation state machines. (C#, WinForms)
 - Developed rigging, pre-processing, clean-up, exporting, asset validation, and asset review tools.

- Senior Programmer** **Red 5 Studios** **2007 Nov – 2010 Jan**
(Irvine, CA)
- Sole technician for modeling and animation art teams. Developed exporters, skinning plug-ins, cross-application communication tools, rigging and skinning tools, automated naming convention and organizational enforcement, automated version control, image format converters, console and WinForms GUI applications, et al. (C++, C#).
 - Developed a restricted-access paradigm that hid or revealed specific toolsets based on a user's function within the company.
 - Made numerous improvements and enhancements to the in-house C++ API mesh and animation exporters, vastly improving their usefulness and greatly diminishing the rate of user error.

- Lead Character Art Technician** **Sigil Games Online** **2002 Apr – 2007 May**
(Carlsbad, CA)
- Senior character art technician, pipeline developer, and all-around mentor/support artist for the *Vanguard: Saga of Heroes* MMO character team.
 - Character art pipeline development from the ground up, Maya C++ API and MEL art and version control tools, and Maya and MEL scripting tutelage for senior and associate artists.
 - Established 90+% of the character art pipeline, emphasizing efficiency and the maximization of productivity with an average of five character artists (including animators). Wrote extensive documentation on the tool set and mechanisms of the character art pipeline, and the theory behind it.
 - Developed numerous console applications and GUI tools for use by non-programmers.

- Lead Character Artist** **Sony Online Entertainment /** **1996 – 2002 Apr**
Verant Interactive
(San Diego, CA)
- Lead_character artist and art technician on *EverQuest*. Responsibilities comprised the creation of roughly 99% of the character models, skeletons, binding, and UV mapping for *EverQuest* and its three succeeding expansions.
 - Developed numerous artist and designer productivity tools.

Senior Artist

Sony Computer Entertainment (San Diego, CA)

1993 – 1996

- Senior artist on Playstation *NFL GameDay* and *NCAA Gamebreaker* titles. Responsibilities comprised environmental modeling and texturing, logo and font replication, weather effects, and assorted supplemental graphics.

Education

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- University of California at San Diego (some coursework complete) 1987 – 1990

References

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- Jaesik Yoon, Software Engineering Manager, Webroot Hizino85@gmail.com
 - Adam McMahon, Art Director, Ultrabit amcmahon@gmail.com
 - Halicia Perkins, President and CEO, Hypress Properties hyperkins@gmail.com
 - Daryl Pitts, President, Kung Fu Factory daryl@kungfufactory.com