

Software Development Skills in:

Programming	Creative Software	Other
• Swift	• Unity	• GitHub
• Java	• 3DS Max	• Jira
• React	• Adobe XD	• Confluence
• PHP	• Adobe Illustrator	• Firebase
• SQL	• Amazon AWS	• Adobe Photoshop
		• Azure

Work Experience and Education:

- **Developer at Cochrane & Company:** *January 2025 - September 2025*
 - Sprint-based Development in pods
 - Programatic insurance processing
 - Dynamic front-end based on quote data
 - Work across three different applications
 - Generate files and data from insurance quotes
 - Validate data dynamically via RPN and config files
- **Developer at Safeguard Equipment Inc:** *March 2022 - January 2025*
 - Sprint-based Development
 - Asynchronous Code
 - Wrote Testing Procedure
 - QA Testing
 - Heavy Refactoring
 - Full-Stack Development
 - UI Conceptual Design
 - UI Implementation
 - Managing Public Releases
 - Head of Documentation
- **Bachelor of Computer Science:** Eastern Washington University (2019)
- **3D Animation Minor:** Eastern Washington University (2019)

Professional Projects:

- **Safeguard Equipment Compass Pro App:** Detects emergency events, voltage, and current (*March 2022 - October 2022*)
 - Developed in Xcode with back-end functionality from Firebase
 - First completed project in industry,
- **Safeguard Azure Conversion:** Changed App back-end from Firebase to Azure (*May 2023 - February 2023*)
 - Developed in Xcode using CosmosDB
 - Utilized API Calls and SignalR listeners from Azure
- **Safeguard Manufacturing App:** Streamlines line unit testing (*March 2024 - June 2024*)
 - Developed in Xcode with back-end communication to Azure
 - Connects to Compass Pro device, goes through list of tests, passes test results to Azure

Personal Projects:

- **Website Portfolio:** <https://www.apfairfax.net/>
 - Made from template, using html and CSS
 - Learned visual design in front-end web development
 - Showcases my CS work visually,
- **Password Cracking game:** Clue hunting game on password security
 - Made in Unity, C#, 3DS Max
 - Made in 1 month as Security class final
 - Presented for EWU Creative Works Symposium
- **Rhythm Shooter:** Game combining first person-shooter and rhythm genres
 - Made in Unity, C#, 3DS Max
 - Features interactive menu elements, multiplayer, and rhythm sync
- **3D Text Adventure game:** Modernizing the Text Adventure Genre
 - Made in Unity, C#, 3DS Max
 - Learned about Unity shaders, special camera placement/control
 - Utilizes text shortcuts from Unix, a word library, and accommodates for potential typos
- **Participated in EWU Winter 2018 Programming Contest**

References:

Chase Brown, Full Stack Engineer at Safeguard Equipment Inc.

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