# Kristian Trodick

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## Objective

I'm seeking a software engineering position that will further grow my skills and knowledge I learned at Fluxergy.

## Skills Summary

- C#, C++, JavaScript, ReactJS, React Native, VueJS, Angular, PHP, Python, Django, Flask, HTML, SQL, .NET CORE, .NET Framework, ASP.NET, MVC, MS SQL Server, Postgres, MySQL, Azure, AWS, Firebase, Kubernetes, Docker, Lambda, RestfulAPI, SOAP, Object-Oriented Programming, Database Structure, Unity3D, Unreal4 Android, iOS, Software Architecture, Data Structures, 3D Math, Photoshop, Illustrator, After Effects, Dreamweaver, Maya, 3D Modeling, UV Unwrap, Texturing, Version Control (Github, Perforce, SVN, TFS), JIRA, FTP, Building Computers, Computer Repair, Debugging (Hardware & Software), Networking and Servers, Customer Service, Office (Word, Excel, PowerPoint, Outlook), Windows, Mac, Linux, Attention to Detail, Excellent Communication, Integrity, Leadership.

## Employment History

### Fluxergy
*Software Developer Internal Tools* **(April 2020 – Current)**

- Built from ground up the company portal using Javascript React and Python Flask Frameworks.
- Engineered shop floor system in Python Django to calculate production yields and integrate with ERP system.
- Managed internal company wiki built with PHP media-wiki and Apache server.
- Managed setup and integration between ERP Microsoft 365 Business Dynamics and all internal systems.
- Responsible for fixing bugs and code review.

### Themis Data Solutions
*Software Developer II* **(August 2018 – April 2020)**

- Maintaining and developing web crawling/scraping software using various technologies and programming languages such as (C#, XSLT, XML, XPath, Selenium, RabbitMQ, ASP.NET MVC, Razor, and .NET Core).
- Developing windows applications according to business and technical requirements using C#
- Fixing bugs, improving functionality of other developers' code, code review.
- Database design, writing stored procedures, functions & queries.

### 3PL Systems Inc.
*Junior Software Engineer* **(June 2017 – August 2018)**

- Implementing programming development tasks for business application in C# and .NET Framework.
- Reading, writing, and managing data through Microsoft SQL Server and C# with .NET Framework.
- Responsible for programming back-end and front-end code utilizing C# and JavaScript working in Unison.
- Responsible for code review prior to implementation into the software.

### USMC – Officer Candidate School Training and Preparation
*Officer Candidate* **(July 2015 – July 2016)**

### OBSIDIAN ENTERTAINMENT
*Gameplay Programmer* **(Oct 2014 – July 2015)**

- Worked in Unity on the mobile version of the Pathfinder Adventure Card Game made by Paizo.
- Programmed and implemented cards/abilities, gameplay functionality and user interface.
- Pushed game builds to android and iOS mobile devices and managed automated build system.

## Education

**Art Institute of California** - *Bachelor of Science in Visual Game Programming* **(2011 - 2014)**

**Irvine Valley College** - *Computer Science Transfer Student* **(2008 – 2011)**

## Achievements

**Developed and helped release Pathfinder Adventure Card Game for iOS, Android and PC.**

**Best in Show Award at the Art Institute Summer 2014 Portfolio Show**.