Alan Schroeder

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## Summary:

Hard-working, reliable individual with a technical skill set. A dedicated team player who works well under pressure and has a large amount of experience working in team oriented environments.

## Strengths:

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| --- | --- |
| * PHP, JavaScript, HTML, CSS | * Develops efficient solutions |
| * Drives for quality through detailed feedback | * Version control software (GIT, Perforce) |
| * Enables others to reach their potential | * Agile software development |
| * Ability to achieve targets within deadlines | * Troubleshooting hardware and software |
| * Client communication | * Pair programming |
| * Unit testing | * Java, C#, C |

## Skills:

##### Web Development

* Coded PHP function to automatically process uploaded content, taking minutes off of the pipeline for publishing content for my portfolio website.
* Encapsulated unintuitive third-party plug-in in easy to use class to reduce the time required to get a smart search control implemented on a web page.

###### Software Development

* Designed, documented, and implemented code that parses the map files, loads the environment and places all game entities.
* Developed AI for an NPC opponent, providing users with a single player option, and giving them more ways to experience the game.
* Spearheaded research and implementation of unit tests for group project, creating an initial set of tests utilized as reference material for the rest of the team.

###### ORganization

* Arranged and prioritized over 20 deadlines daily, completing all deliveries on time.
* Set up Google Wave to track bug reports on an independent project. Managed testing feedback from peers and provided a change log whenever a new version was released.
* Curated collection of 270+ eBooks, finding and correcting errors in titles, authors, or published date.

## Experience:

*November 2012 – Current Geek Squad*

* Provided troubleshooting, repairs, and technical advice to clients regarding computers, tablets, phones, and more.

*August 2014 – April 2015 Habitat for Humanity Project*

* Web-based software designed to store project and volunteer information as well as track a family’s progress to becoming a homeowner and generate various reports.

*December 2011 – March 2012 PHP WordPress Theme*

* Created custom Wordpress theme from scratch, learning the Wordpress API and PHP in the process.

*February 2010 – June 2010 A Knight on the Town*

* Text-based adventure game created using Python. Improved player experience through iterative design.

## Education:

August 2013 – May 2015 Saskatchewan Polytechnic (formerly SIAST)

* Part of a team responsible for creating project management software for Habitat for Humanity.

October 2007 – June 2009 The Art Institute of Vancouver – Game Art and Design

* Self-Taught Crytek Sandbox 2 editor to create portfolio quality single player level in under 11 weeks.

## References:

Available on request