

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:

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