

**Robert Dailey**

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**TESTIMONIAL SUMMARY**

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Robert has over 7 years of experience in designing, implementing and maintaining high quality software. His drive and passion for excellence make him an important independent asset, team member, and leader. His ability to assimilate and master new situations and technology make him valuable beyond his credentials.

Steve Whitley

CTO - Vizual F/X Studios

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**COMPUTER SKILLS**

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**Languages:**

- 1+ year experience with C# 3.5
- 7 years' experience with C++
- 1 year experience with SQL
- 4 years' experience with Python
- 7 years' experience with UML
- 1 year experience with Javascript
- 2 years' experience with HTML & CSS

**Operating Systems**

- Microsoft Windows, Mac OS, Linux, Symbian, iOS (iPhone)

**Notable APIs**

- Boost, STL, MFC, .NET, Mono, Winsock2, OpenGL

**Tools**

- Visual Studio, TFS, SVN

**Math**

- Basic Math, Trigonometry, Linear Algebra

**Other**

- SQL Server, Networking (TCP/UDP), COM, Multi-threading, XML, Agile/SCRUM, Automated Testing & Builds
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**EXPERIENCE**

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**Support Engineer**

10/2010 – 12/2010

*Microsoft*

(Contract)

- Responsible for providing technical support for Internet Explorer Development.
- Support topics ranged from client web application compatibility with IE (HTML, CSS, Javascript), as well as WebBrowser control support in VB.NET, C#.NET, and native applications (MFC).
- Interacted with customers, handled case management.

**Software Engineer**

2/2010 – 8/2010

*Escalation Studios*

- Primary responsibilities include design and development of products and games for various platforms including web and PC.
- Development performed on Mac OS and Windows operating systems.
- Developed software leveraging Visual Studio 2010, C#, .NET 3.5, Mono 2.0 and Unity.
- Created extensible user interface components used in game product lines.
- Network programming through Unity & Photon API, which utilized asynchronous HTML requests.
- Worked on server-client architecture. Wrote server application in .NET 3.5 using Photon API.

**Software Engineer**

1/2009 – 10/2009

*Red Sword Studios*

- Primary responsibilities were in systems design and development of products and internal tools.
- Designed multiple core game systems using UML and design patterns (Designs were motivated by COM)
- Developed an extensible in-game UI system and platform-agnostic development tools in C++ (Sprite editor).
- Setup and maintained build pipelines which featured automated builds and test driven development systems for automated testing (unit testing, integration testing).
- Responsible for the design, implementation, and maintenance of C++ libraries, products, and abstraction layers on the iPhone platform.

**Software Engineer / Team Lead**

11/2007 – 1/2009

*Vizual F/X Studios*

- Assisted management in assembling and leading 8 person development team
- Primary responsibilities included designing multiple core systems used in large scale client / server architecture and facilitated the development of tools and systems using C++, Python, HTML and CSS.
- High-level network programming using Boost.Asio.
- Created abstraction layers (Using COM-motivated design) around client side data access, networking, resource management, rendering systems, and multiple 3<sup>rd</sup> party libraries.
- Migrated company's source control from Team Foundation Server to Subversion and set up automated build and test driven development continuous integration systems.

**Software Engineer**

12/2005 – 11/2007

*Method Solutions*

- Primary responsibilities included mobile development and maintenance of software on the Symbian & N-Gage platform using C++.
- Developed csv based localization framework (Data Access Layer).
- Network programming (Server-Client) using high-level proprietary API (Symbian & N-Gage SDK).
- Developed and maintained an MFC tool for level designing and editing.

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**EDUCATION****Texas State Technical College**

2005

*Waco, TX*

- Assoc., Applied Science