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Introduction

As a software professional with a versatile background in development and DevOps, I'm excited to express my interest in the Software Engineer position at your company. My experience includes roles at VistraCorp (Via SharpEcho) and Paycom, where I've worked with C#, ASP.NET, SQL Server, PHP, JavaScript, and more. I also have a passion for Virtual Reality projects using Unreal Engine and Unity. With a Master's degree in Computer Science/Interactive Computing and a track record of delivering impactful projects, I'm eager to bring my problem-solving skills and innovation to your team.

Experience

SOFTWARE CONTRACTOR - AMBIT ENERGY SHARPECHO 📅 May 2022 – September 2023

- DevOps and Web development work for the Ambit Energy team as VistraCorp.
- Consultant Marketing Portals, Client Management, Client Enrollment, etc.
- C# Fabric/ASP.NET Micro-Services Backend, SQL Server Database Management, Vue.js and Angular front end.

PROJECT: UNIVERSAL EXCEPTION QUEUE

- Transformed an existing Ambit case system into a high-performance Universal Exception Queue.
- Implemented hashing for unique case identification, reduced duplicate cases, and optimized indexing for faster query responses.
- Improved exception handling efficiency and customer satisfaction.

PROJECT: AMBIT PAYMENT EXTENSIONS

- Enhanced the Ambit platform by adding intuitive UI features, enabling seamless payment extension processing for agents.
- Collaborated with inter-team efforts to host and deliver this user-friendly functionality, improving operational efficiency.

SOFTWARE DEVELOPER II - YEAR END UTILITY PAYCOM 📅 February 2022 – May 2022

- C# .NET development working with Paycom's Year End Utility.
- Generation and management of W2's, 1099's, and other tax forms.

SOFTWARE DEVELOPER II - PAYROLL PAYCOM 📅 June 2021 - January 2022

- Full stack development working with Paycom's largest module: Payroll.
- PHP backend work, Javascript frontend, and MySQL/FoxPro database management.

PROJECT: AUTOMATED SUTA RATE UPDATES - RABBITMQ, ORCHESTRATORS

- Contributed to the Paycom project by automating state unemployment rate updates for clients.
- Leveraged PHP, MySQL, RabbitMQ, and Orchestrator Architecture to streamline and optimize this critical process, ensuring clients' compliance and peace of mind.

PROJECT: PAYROLL LATE SUBMISSION REMINDERS

- In the Paycom project, implemented a system to notify clients about impending or missed payrolls.
- Utilized PHP and MySQL to create timely and effective reminders, enhancing payroll submission adherence and client satisfaction.

Education

UNIVERSITY OF TEXAS AT DALLAS

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

📅 May 2020

MASTER OF SCIENCE IN COMPUTER SCIENCE AND INTERACTIVE COMPUTING

📅 May 2021

Projects

AWS IMAGE REKOGNITION FRAMEWORK

PYTHON (BOTO3 API), NoSQL, SAM, JAVA

- Wrote Lambda scripts, Serverless Application Model (SAM) commands, and CloudFormation YAML to automate setup for AWS Rekognition services with a team.

VIRTUAL REALITY QUIZ

C#, UNITY GAME ENGINE, PHOTON MULTIPLAYER

- Created online multiplayer quizzes for Google VR with Unity and Photon Multiplayer.
- Utilized Peer-to-Peer/Host-Client architecture using Remote Procedure Calls (RPC).
- One multiple choice style quiz where players are asked a question and must look at the answer.
- One geoguesser style quiz where players must rotate a virtual globe and use their headset to look at the requested country.

VR GRAVITY MANIPULATION

C#, UNITY GAME ENGINE, VIRTUAL REALITY

- Devised a system of locomotion in virtual reality where players would point to manipulate their direction of gravity.

VR DOUBLE VISION

C++, UNREAL BLUEPRINTS, OPENXR

- Manipulated materials in Unreal Engine 5 to make specific objects only visible to one eye, mimicing an anaglyph image.

BRACKEY'S ONE WEEK GAME JAM 2023.2

C#, UNITY

- Designed, developed, and polished a physics based platformer with a partner.
- Download for free: olivergallina.itch.io/dutchmans-delve

UNREAL CHASM GENERATION

C++, UNREAL, NANITE, MEGASCANS, SFML

- Generated Voronoi Diagrams to create chasmous landscapes.
- Experimented with SDL2, SFML, and Cairo.
- Lined splines with random megascans and random modifications to create procedural geometry.

MULTIDIMENSIONAL CELLULAR AUTOMATA

C++, UNREAL

- Simulated cellular automata (games of life) in generalized dimensions with Unreal Engine 4.

CUDA CELLULAR AUTOMATA

C++, CUDA, SDL

- Optimized the generation of N'th dimensional cellular automata with CUDA.

MOBILE "POP THE BALLOONS" GAME

JAVA, ANDROID STUDIO

- Made game where you pop bubbles, your score is tracked, and the bubbles can collide with each other.
- Used Android Studio for mobile devices.

FLEXIBLE FROM-FLIGHT

JAVASCRIPT

- Wrote a utility to calculate best flight plans given a destination but not a source.
- Queries the Skiplagged API using a pregenerated list of Air Traffic Controller codes.

SIGNAL ANALYSIS

C++, PORTAUDIO, AUDIO ANALYSIS

- Analyzed microphone input with the low-level PortAudio library.

Skills

Linear Algebra Computational Geometry micro-services Human-Computer Interactions
Machine Learning Compilers NP Completeness Simulation Atlassian Suite Azure AWS
Git Unity Unreal RISC MIPS FFMPEG Numpy Scikit-learn Python Java C# C++ JS
HTML SQL Node Vue Angular