

WILLIAM ROBERT FUNK

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Objective

To offer my services to growing, creative, and respected companies known for pushing the boundaries of Software Development.

Experience

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| Microsoft Azure , Seattle, WA. | <i>Software Engineer II</i> | July 2019 - Present |
| <ul style="list-style-type: none">• Developed and maintained features for the Azure Cloud Computing platform, specifically within what is known as “The Portal”.• Find and implement solutions to automate repetitive tasks that otherwise tie up large portions of developer time.• Proficient with development tools and frameworks, to include: Gulp, Webpack, ARM/ARG, TypeScript, KnockoutJS, ReactJS.• Skilled in creating original software, and safely adding adjustments to existing code that affects millions of customers. | | |
| Modus Operandi , Melbourne, FL | <i>Software Engineer II</i> | February 2017 – June 2019 |
| <ul style="list-style-type: none">• Developed multiple applications for multiple product lines (government and commercial) in Java, Javascript, AngularJS/2+• Maintained communication with product owners, and implemented technical recommendations generated by customers.• Ensured that the codebase remained flexible, reusable, and adhered to the testing and style guidelines of the company.• Created detailed requirements, design, and architecture documents.• Deployed solutions within complex DoD environments.• Promoted product future through the assistance in writing of certain technical sections of proposals (SIBRs, STTRs, BAAs, etc). | | |
| Center for Distributed Learning , Orlando, FL | <i>Application Developer</i> | May 2015 – February 2016 |
| N-Somnium , Montreal, QC | <i>Front-End Developer</i> | July 2010 - January 2015 |
| UCF Police Department , Orlando, FL | <i>Police Officer</i> | August 2006 - November 2009 |
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Side Projects

Slot Machine Games: 16 games commissioned by store owners. C#, state machines, co-routines, .NET server-side, Unity.
V.E.D.I.C: Virtual Environment for the Development of Interactive Code. Oculus, Leap Motion, C#, PHP, MySQL, Unity.
Hospital Sim: VR education widget for hospital administrators. Javascript, A-Frame, HTML5, SASS.
Sense the IRL: Fullstack app at hackathon to supplement MRC with human sense data. Angular 5, TypeScript.
Planet Funk: Base defense game built in HTML, CSS, TypeScript, and ThreeJS.
The Encryptor: Encode/Decode application in PHP and performs eight different encryption algorithms on plain text.
Chess/Checkers: Browser-based application for playing both chess and checkers against human or AI players.
Cryptobot: Full stack, automated, application to trade in minor market changes of cryptocurrencies.

Check out other projects at: <http://www.williamrobertfunk.com>

Skills

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| • Mark-up: | HTML5, CSS, SASS, LESS | • Pre-processing: | Grunt & Gulp, Webpack |
| • Front-End: | JavaScript, TypeScript, JQuery | • Static languages: | Java, C, C#, C++ |
| • Back-End: | Node, PHP, SQL, .NET, Spring Boot | • Frameworks: | Angular, React, Knockout, FuelPHP |
| • Testing: | Mocha-Chai, Karma-Jasmine, QUnit | • Engines/Libs: | Unity, ThreeJS, PixelJS, A-Frame, Leaflet |
| • Data Science: | Ontology, Natural Language Processing | • Virtual Reality: | Oculus |
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Education

University of Central Florida, Orlando, Florida
Bachelor of Science in Computer Science

University of Central Florida, Orlando, Florida
Bachelor of Science in Civil Engineering

Seminole Community College, Sanford, Florida
Law Enforcement Academy