

# 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.

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## Experience

**Microsoft**, Seattle, WA *Software Engineer II* July 2019 – Present

- Azure Cloud Computing: Typescript, KnockoutJS, LESS, QUnit, .NET

**Modus Operandi**, Melbourne, FL *Fullstack Developer / Software Engineer II* February 2017 – June 2019

- 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 *Application Developer* May 2015 - February 2017

- Developed educational applications, both front and back end, in HTML5, CSS, SASS, JavaScript, PHP, SQL, Unit Tests.
- Experienced in troubleshooting problems with databases, MVC frameworks (FuelPHP), and browser compatibility issues.
- Proficient with development tools and front-end frameworks, to include: Gulp, Grunt, MySQL, SequalPro, AngularJS, ReactJS.
- Skilled in creating original software, and in safely adding adjustments to existing code.

**N-Somnium**, Montreal, QC (Subcontractor) *Front-End Developer* July 2010 - January 2015

- Created HTML/CSS templates and emails for various clients on a variety of browsers and screen sizes (Mobile, Tablet, Desktop).
- Image slicing in Photoshop for later implementation into HTML/CSS emails and micro sites.

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## Awards

(Modus Operandi) Silver Spot Award – November 2017 (Modus Operandi) Platinum Spot Award – November 2018

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## 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, NodeJS, ExpressJS.  
**Planetary Funk:** Missile Command meets Tower Defense... in space. Typescript, Gulp, ThreeJS.  
**Planetary Defense:** Base defense game built in HTML, CSS, and JavaScript with a PHP back-end and an SQL database.  
**The Encryptor:** Encode/Decode application in PHP and performs eight different encryption algorithms on plain text.

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

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## Skills

- Mark-up: HTML5, CSS, SASS, LESS
- Front-End: JavaScript (Certification), JQuery
- Back-End: Node, PHP, SQL, .NET, Spring
- Testing: Mocha-Chai, Karma-Jasmine
- Pre-processing: Grunt, Gulp, Webpack
- Static languages: Java, C, C#, C++
- Frameworks: AngularJS, Angular 5+, ReactJS, FuelPHP
- Engines/Libs: Unity + VR, ThreeJS, PixelJS, A-Frame, Leaflet

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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*