

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

Modus Operandi, Melbourne, FL

February 2017 - Present

Fullstack Developer / Software Engineer II

- Developed applications for multiple product lines (government and commercial) in Java, JavaScript, and AngularJS/2+.
- Maintained communication with product owners, and implemented technical recommendations generated by customers.
- Ensured that 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 (SBIRs, STTRs, BAAs, etc).

Center for Distributed Learning, Orlando, FL

May 2015 - February 2017

Application Developer

- 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, SequelPro, AngularJS, ReactJS.
- Skilled in creating original software, and in safely adding adjustments to existing code.

N-Somnium, Montreal, QC

July 2010 - January 2015

Front-End Developer

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

Awards

(Modus Operandi) Silver Spot Award – *November 2017*

(Modus Operandi) Platinum Spot Award – *November 2018*

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. Angular5, TypeScript, NodeJS, ExpressJS.

Planet 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>

Skills

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| • Mark-up: HTML5, CSS, SASS, LESS | • Pre-processing: Grunt, Gulp, Webpack |
| • Front-End: JavaScript (Certification), JQuery | • Static languages: Java, C, C#, C++ |
| • Back-End: Node, PHP, SQL, .NET, Spring | • Frameworks: AngularJS, Angular 5+, ReactJS, FuelPHP |
| • Testing: Mocha-Chai, Karma-Jasmine | • 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