

Anthony Harrell

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Objective:

Motivated Master's graduate, whose garnered experience with BMW, Sony and Sharks Sports & Entertainment; seeking a software engineering position, where I can combine my technical and problem solving skills from both my education and previous work experience in the video game and IT industries. Proven project management, time management and organization skills; rooted in a solid understanding of the software development lifecycle. Aspiring to transition these skills into a challenging career.

Technical Skills:

- Web Technologies: JQuery, Angular, Bootstrap, CSS, XML/HTML
- Languages: Java, C/C++, x86 assembly
- Scripting Languages: JavaScript, Python, Perl
- Operating Systems: OSX (10.4 - 10.11), Some Unix/Linux (Ubuntu, FreeBSD), Windows (XP, Vista, 7, 8, 10)
- Databases: SQL, MySQL, SQLite, Mongo DB
- Version Control: GitHub, Perforce
- Additional Software: Eclipse, Android Studio, Jira, Draw.io, Proto.io, Some Adobe Photoshop / Illustrator, MS Office Suite, MS Project, MS Visio, MS Visual Studio

Education:

Santa Clara University

MS – Computer Science & Engineering, Software Engineering Track

Santa Clara, CA

2016

Related Course Work:

- Software Engineering Capstone
- Software Engineering
- Software QA Testing
- Software Architecture
- Software Project Management
- Operating Systems
- Software Engineering
- Analysis and Design of Algorithms
- Computer Architecture
- Object Oriented Program Analysis
- Truth Deduction & Computation
- Formal Methods of Software Design

San Francisco State University

BA – Broadcast / Electronic Communications

San Francisco, CA

Project Experiences:

BMW Electric Vehicle Charging Statistic Dashboard (Node.js Website): Created an interactive dashboard for product managers of BMW Research Labs in Mountain View to help study the charging habits of consumers using their onsite charging stations. Aggregated data from Charge Point API into a MongoDB database. Created the frontend client using Node.js, Express and Jade; with data visualizations using the D3.js library. The team adhered to software engineering best practices and the dashboard visualizations are currently displayed in the guest welcome area of BMW Research Labs.

Fortune Launcher (Android Application): Swipe based Android launcher application using built-in SQLite database to store user settings for launcher specific layouts, which are created dynamically extending the Android user preferences. Gathered system requirements through market study of other launchers as well as surveying potential customers. Created numerous artifacts ranging from software requirements specification, design documents and UI prototypes to high level and detailed project schedules. Selected

project life cycle and built a team to accomplish set schedules. This application is currently still in development, will be submitted to Google Play store in coming months.

Virtual Instrument / Synthesizer (Java): Implemented a Java based virtual instrument for an OOP course, using the internal Java sound API. Used OOP fundamentals throughout the creation of this program. Development is ongoing, and a Git repo has been created to let others use the code as open source, or send me a PR to see if additions should be added to the code base.

Professional Experience:

Sharks Sports & Entertainment

San Jose CA

Systems Support Coordinator

2014 to Present

- First point of contact in providing networking and desktop support, through troubleshooting hardware and software issues for both Mac and Windows systems, for the 350+ users at all Sharks (SSE) locations.
- Surpassed NHL and USA Women's Olympic Committee's expectations by meeting crucial deadlines overhauling the networking infrastructure at the SAP Center, creating new SSID's for private Wi-Fi networks, creating VLAN's to separate corporate, private and public networks, installing HP switches throughout SAP for incoming media, during the Stanley Cup Finals and Women's Olympic Trials.
- Aided IT team, working numerous overtime hours with late nights and long weeks, in conjunction with completing my Masters, during the Stanley Cup Playoffs, to ensure that IT operations ran efficiently.
- Assisted in managing and maintaining Sharks corporate network (AD servers, Mail Servers, SQL DB's, etc...), deploying scripts and batch files to ease network and domain administration.
- Created and managed hundreds of Citrix virtual desktops using Citrix Studio, as well as vSphere Hypervisor software.

Holy Family School

San Jose CA

Webmaster / IT

2014 to Present

- Implemented new website infrastructure using WordPress as a CMS; incorporated additions to the website scripting with CSS, HTML, JavaScript and PHP. Making it one of the top Catholic elementary and middle school website in the Diocese of San Jose.
- IT specific jobs such as software installs, networking issues, virus removal, etc....

Network Resource

Palo Alto CA

Junior IT Consultant

2012 to 2014

- Deployed 200+ workstations to a customer's company domain (PC based workstations) using various imaging techniques (PXE, USB, DVD) in under 2 weeks at multiple location around the Bay Area to surpassing customers expected deadline.
- Maintained Windows servers and networks (Router/Switch setup, Firewall setup, Port forwarding, etc...) for small to mid-sized customers throughout the greater Bay Area.
- Installed various hardware, software and operating systems and on both Mac and PC workstations.
- Fluent in troubleshooting Mac OSX and Windows operating systems.

Double Helix Games - Amazon (Previously Foundation 9)

Irvine CA

Sound Designer/ Audio Scripter

2008 to 2011

- Became lead audio scripter for Front Mission: Evolved after only 6 months, as well as scripting audio into other titles using Double Helix's proprietary scripting language and game engine.
- Created, edited and implemented original sounds effects using FMOD, Wwise and Gigantic Audio for multiple titles. Diversifying knowledge of various audio middleware technology.
- Collaborated with internal sound team to determine if audio content was implemented and working correctly on shipping titles.
- Resolved bugs using the Sprocket, Jira and FogzBugz bug tracking software.
- Designed and implement dynamic memory allocation, sound emitters and reverb triggers for Double Helix's proprietary game engine.

Sony Computer Entertainment America

San Diego and Foster City

Audio Intern

2007 to 2008

- Exceeded manager's expectations, which transitioned into an extended/second internship at Sony's headquarters in Foster City.
- Sound designed and scripted audio for titles using SCREAM Sony's proprietary scripting language.
- Collaborated on bugs and other tasks using the DevTrack bug tracking software.