

Skills

- C#, VB.NET, ASP.NET, Visual Studio, SQL Server, Visual Studio Tools for Office, VBA, ADO, IIS, XML, HTML, CSS, JavaScript, C, Assembly
- Create clean, well-documented, readable and reusable code, conforming to company standards
- Experience across many platforms, languages and development environments
- Work independently in cooperation with the team and other disciplines and groups
- Committed to meeting deadlines without sacrificing product quality or team sanity
- Proven ability to think creatively and solve difficult problems under pressure
- Take initiative to improve workflow and pipelines, product quality, productivity and personal skill set
- Able to handle multiple tasks and priorities; strong organizational skills and attention to detail
- Tactful, patient and discrete when communicating with clients and within the company
- Diverse, somewhat unusual background will bring a fresh perspective to your team

Mike Kelly
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Employment

Software Engineer / CAD Administrator

Oregon Department of Transportation, Salem, Oregon. July 2005 – Present.
FileNet search application using VB.NET. Outlook VSTO add-in using VB.NET. Web design and coding using ASP.NET, C#, SQL Server 2005, JavaScript, HTML and CSS. Scripting and coding in C#, MicroStation Development Language (C), MicroStation Basic, MicroStation VBA and Excel VBA. Requirements gathering and documentation. CAD system administration and customization. Help Desk support of 600 CAD users via phone, email and in person.

Business Owner / Woodworker

Legacy Custom Woodcraft, LLC, Salem, Oregon. January 2001 – March 2005.
Designed and built custom wood furniture and other custom woodworking projects.

Software Engineer / Game Developer

Dynamix, Eugene, Oregon. September 2000 – December 2000.
Designed a cross-platform audio engine and implemented it on Playstation 2 and Windows.

Midway Games West, Milpitas, California. April 1997 – September 2000.
Shipped *San Francisco Rush: Extreme Racing* on Nintendo 64, *Rush 2: Extreme Racing USA* on Nintendo 64, *Gauntlet: Legends* on Nintendo 64, and *San Francisco Rush 2049* on Nintendo 64 and Sega Dreamcast. Worked on 2D and 3D graphics engines, audio engines, gameplay, AI, user interface, I/O, tools. IDE and command line development on Windows and Unix. C, shell scripting, makefiles. Optimized and improved AI for Rush 2. Converted existing N64 game engine into a cross-platform engine for Rush 3 on N64 and Dreamcast. Rewrote and vastly improved the audio engine on Rush 3. Game design, artwork and sound creation.

Eidos Interactive, San Francisco, California. August 1994 – January 1997.
Shipped *Out of the Sun* on Macintosh and *Absolute Zero* on Macintosh and DOS. Worked on 2D and 3D graphics engines, audio engines, user interface, I/O, tools. IDE and command line development on Mac and DOS. All code in C and 680x0 Assembly. Wrote all code for memory and resource management, 2D graphics, the audio engine, the user interface and I/O for both platforms. Game design, artwork and sound creation. Lead on MMORPG R&D project.

High Risk Ventures, Eugene, Oregon. October 1992 – December 1997.
Owner. Designed, developed and published *Cyclone*, *Space Madness* and *Cyclone II* on Macintosh. Produced *PegLeg* on Macintosh. Ported/reproduced *Train Engineer* from DOS to Macintosh for another company. Wrote 2D graphics engines, audio engines, gameplay, AI, user interface, I/O, tools. IDE development on Mac. All code in C, C++ and 680x0 Assembly. Created most of the artwork and sound.

Education

University of Oregon. Bachelor of Science, Computer Science. June 1991.
Chemeketa Community College. Associate of Applied Science, Drafting Technology. June 2005.
Microsoft Course MS-2124, Programming with C#. Sept 2005.
Microsoft Course MS-2555, Developing Microsoft .NET Applications for Windows. Oct 2005.