

Darwin Allen

Software Engineer

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Skills Summary

- 6+ years of experience in C, C++, C# (including extensive knowledge of Visual Studio and .NET framework), HLSL, and DirectX programming, among other APIs and numerous SDKs.
- Good knowledge of ActionScript (2.0 and 3.0), ASP, Java, JavaScript, HTML, CSS, PHP, Ruby, LUA, Python, MEL, Visual Basic + others.
- Strong knowledge of many software packages relating to the software development and testing cycle.
- Strong written and oral communication skills (fluent English and conversational Spanish).
- Versatile, adaptable, and self-motivated team player that works well with a team as well as unsupervised / alone when required.
- Self-starter attitude. Always exploring new technologies and keeping current with the latest trends on both the development and end-user ends.

Industry and Related Experience

2010-Current **Rally Consulting - CURRENT** Vancouver, BC

QA Software Engineer

- Primary role is to provide software services for Electronic Arts' web publishing division.
- Use many tools including Selenium, SpiraTeam, Jira, proprietary build/deploy and reporting tools, LoadRunner, Ruby automation and more.
- Wide varieties of high-responsibility tasks are carried out – no two days are the same.

2010 **Sage Software** Richmond, BC

Technical Support Analyst

- Worked in a demanding fast-paced environment supporting Sage's Simply Accounting software suites.
- In-depth technical troubleshooting and support using phone, remote-desktop software, chat, email, and other mediums and tools.
- Requests covered span a broad spectrum including compatibility troubleshooting, software tutoring, SQL database troubleshooting, reporting bugs and providing workarounds (work with and contribute to internal knowledge-base), and many other tasks. Strong multi-tasking skills.
- Strong efficiency and clear communication (written and oral) with both business partners and internal teams were extremely important and exercised constantly.

2009 **VMC (Volt) at EA Canada** Burnaby, BC

Compliance Tester

- Worked as part of the quality assurance team for EA's FIFA 2010
- Focused on OTP testing on the XBOX 360 and PS3 platforms.
- Expanded understanding of the software development cycle and standard industry practices for testing large commercial software products.

2008 **Placeholder Productions [School Project]** Vancouver, BC

Programmer

- Worked in a fast-paced and demanding team environment as a programmer using C# and the Microsoft XNA 2.0 SDK (~28 person team).
- Developed custom 'skin and bones' FBX format animation player classes including animation blending and smoothing.
- Created a custom file format and tool for artists to set their desired frame ranges for animations and save out files to be parsed directly into the game pipeline and work with the animation classes I created.
- Developed a ranged combat system, shaders for characters, asset management, several tools, and partook in many other programming and design tasks.

