

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, 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 trying new technologies and keeping current with the latest trends on both the development and end-user ends.

Industry and Related Experience

2010 (Current) Sage Software

Richmond, BC

Technical Support Analyst

- Work 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 are 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 Online Team Play 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.

Interests

- All new (and old) technology, how it works, and how I can play with it.
- Video games: playing them, modding them, making them.
- Snowboarding, wakeboarding, team sports and many things outdoors.
- Creativity and art in all of its forms. Favorites are music, photography, writing, and drawing.

Other Work Experience

- 2005-2008 Pan Pacific Hotel Vancouver, BC
Restaurant and Exhibition Event Staff
- Worked in a high-class environment that demanded very strong team communication and customer service skills while taking on several roles through the course of employment.
 - Worked with a very large team (100+) in a demanding and fast-paced environment during multiple exhibitions, parties, and events at the Exhibition Center.
- 2001-2005 Paradise Garage Vancouver, BC
Automotive Technician and Shop Manager
- Progressed from a service to a high-responsibility management position in a two-year period.
 - Developed a thorough understanding of small business management including financial, customer service, promotion, and leadership duties.
 - Developed a strong proficiency in both taking directions and leading in a very fast paced, efficient, and demanding work environment.
- 2000 Esso / On the Run Vancouver, BC
Cashier and Customer Service
- Learned the basics of money management and friendly – yet efficient – customer service.
 - Obtained several raises and increased duties within a year.
- 1998-2000 Pastameli Italian Eatery Vancouver, BC
Kitchen Staff, Pizza Cook, Greeter and Server
- Worked my way up from a dish washer to a cook and server in under two years' time.
 - Thrived in a very fast-paced environment.
 - Acquired Food Safe and Serving it Right certifications.

Education

- The Art Institute of Vancouver
Diploma, Visual and Game Programming Vancouver, BC
- Programmed a large portion of a game developed in XNA in a team-based and demanding environment which emulated the professional game development cycle from start to finish.
 - Learned about many aspects of the game development industry and basic art, sound, storytelling, and relevant co-worker/student relationship practices.
 - Developed a solid skill set targeted towards being productive and efficient in the programming sector of the software development industry.
- Capilano College – University of British Columbia Transfer Program
Mechanical Engineering Vancouver, BC
- Developed a good understanding of advanced Math and Physics as well as practical real-world applications of both.
 - Participated in team sports as well as many other interactive team-based activities including volunteer work and student relations.
- West Vancouver Secondary / Nido de Aguilas (Chile)
Dogwood Diploma Vancouver, BC and Santiago, Chile
- Maintained a high GPA and earned Honors and Honors with Distinction throughout my studies
 - Participated in the IB Advanced learning program.
 - Won several awards for academic excellence including the Presidential Academic Fitness Award, Gauss Math Competition (regional winner), and others including recognition for outstanding performance in Science, English, Math, and Sports.