Joel Duggan

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JD

Objective

Adaptable Software Engineer with an extreme attention to detail and over three years experience. Seeking to expand my career in the tech industry leveraging my experience in mobile game development.

Experience

Software Engineer II, MobilityWare
Irvine, CA — 2013 - Present

Created new games, implemented new features, and fixed bugs in a suite of Solitaire games spanning multiple platforms (iOS/Android) and languages (Java, Objective C, C#).

Accomplishments
- Led the Android development team for over two years, whose products have approximately 10 million daily active users
- Seamlessly transitioned into iOS team for several months when help was needed
- One of two engineers that spearheaded the development into a brand new technology (Unity) for the Solitaire team
- Collaborated closely with QA team to safely expedite releases into the Google Play and iOS stores
- Routinely and rigorously monitored the quality of the Solitaire suite of products for bugs, crashes, and emerging customer issues
- Migrated Android apps from Eclipse to Android Studio
- Sole programmer on the team that won the 2016 company-wide Game Jam

Education

University of California, Irvine
B.S. Computer Science — 2012-2014 — Magna Cum Laude

- GPA : 3.92
- Undergraduate research in the Multidisciplinary Design Program and Imaging Physics Laboratory
- Lead engineering work on multiple video game projects outside of class
  - "Momentous" placed 2nd (of 30) in the IEEE GameSIG intercollegiate competition

Skills

- Java, C++, Objective C, C#, Javascript, Python, XML, JSON
- Android Studio, Xcode, Eclipse, Visual Studio, Monodevelop, Gradle
- Git, SVN, SourceTree, Cornerstone, Mac, Windows

References

Available upon request.