Blake Burns

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Objective

Position as a **software developer** where I can apply the skills gained through school and previous jobs, while expanding my practical knowledge base and earning new responsibilities.

July 2013 - present

Experience

Software Development Engineer I - Dell Inc.

Back-end C++ engineer on OpenManage Essentials. OpenManage Essentials (OME) is a systems management console that provides simple, basic Dell hardware management and is available as a free download.

- Worked with network protocols such as SNMP, WSMan and WMI.
- Used TFS and SVN (SmartSVN GUI) for source control.
- Used Mimic to create fake hardware on the network in order to test high volumes of devices.

February 2012 - June 2013

Associate Software Engineer I - KingsIsle Entertainment Inc.

Developed online MMOs for families and children using C++, C#, ActionScript, XML and more.

- Contributed to three projects at KI: Wizard101, Pirate101 and an unannounced project.
- Client, server and tools code experience at KI.
- Crunched for several months in order to launch Pirate101.
- Was responsible for data generation and client/server messages as well as a small amount
 of interface and server code on combat for our unannounced project.
- My greatest strength is my ability to learn quickly and shift across various systems without issue.

January 2012 – February 2012

Software Consultant - Momentum Software Inc.

Hired on a 30-day contract to create a website to be used as a central hub for developer documentation and user guides written using DocBook, XML, MySQL and HTML/CSS.

January 2011 - May 2011

Software Development Intern - Texas A&M Corpus Christi University

Won an internship at Baytek International, a software development firm in Corpus Christi. Helped improve their flagship product, VortalPro, which is a laboratory information management system (LIMS). Used a combination of JavaScript, XML, aspx, VB and ExtJS.

Education

August 2007 – August 2011 Texas A&M University (TAMU-CC)

Corpus Christi, TX

Computer Science major (Bachelor of Science)

Received a BS in Computer Science on August 6, 2011. While attending A&M, I learned the logic and syntax necessary to develop, maintain, and enhance computer systems, networks, databases, applications, and graphics, with a focus on software development.

Skills

Focus on Game Programming using C++. Experience with Visual C#, ActionScript, XML, HTML, JavaScript, CSS, TortoiseSVN, SmartSVN, TFS, Linux, Windows, leadership, customer service and interpersonal skills.

Honors

Elected President of the Texas A&M Corpus Christi Computer Science club. Received a research grant from the National Science Foundation (NSF) through the Research Experience for Undergrads (REU) program.