Braden Walters

Résumé / Curriculum Vitae

Work Experience

Since Jul 2020   **Kolibri Games GmbH**, *Prototyping and developing of new mobile video games with Unity3D.*
- Development of new 2D and 3D mobile games for Android and iOS.

Feb 2017 - Mai 2020   **HicknHack Software GmbH**, *Client projects in C++, C#, and TypeScript with Qt, React, and Angular.*
- Maintenance of graphical Qt/Windows application for controlling and programming theatre machinery.
- Development of TypeScript/Rust application for reporting and analysing data from manufacturing systems.
- Development and maintenance of .NET/TypeScript application for controlling, programming, and reporting for automated manufacturing systems. Client runs in desktop and mobile environments.

Jun 2015 - Jan 2017   **Unister Travel Betriebsgesellschaft mbH**, *Backend administration web software and automation for flight portals in PHP with Zend Framework.*
- Feature development of order fulfillment, customer support, and accounting systems.
- Integration of new and existing computer reservation systems (CRS/GDS).
- Responded to business-critical outages and system errors to maintain system availability.
- Development of queries optimised for large data sets in MySQL to export and analyse data.

Sep 2013 - Feb 2015   **Brilex Industries, Inc.**, *Web software for internal usage in C# with Microsoft MVC.*
- Development of web software using Microsoft MVC and NHibernate for database access.
- Frontends for web applications developed using CoffeeScript and jQuery.

Nov 2011 - Sep 2014   **Learning Egg, LLC.**, *Development of the Lightning Grader in Yii/PHP and later Ruby on Rails.*
- Development of features for customers focusing on both front-end and back-end.
- Maintenance and feature development in PHP with Yii.
- Optimisation and development of reporting queries in PostgreSQL.
- Supported migration of application to Ruby on Rails.

Oct 2011 - Mar 2013   **YSU Biology Department**, *Development of the Plant Alternative Splice Database in PHP.*
- Import of genome data acquired from external bioinformatic tools.
- Development of minimal PHP application for searching and displaying data without a framework.

Education

Academic Education and Professional Development

Aug 2011 - May 2015   **Youngstown State University**, *Youngstown, Ohio.*

     o B.S Computer Science, Minor: Mathematics

     Grade Point Average, *3.68 (US Grade Point Average).*

Language Skills

English   Native Language

German   Advanced Knowledge (self-estimated C1)

     o TestDaF Exam Level 5 in Reading Comprehension, Listening Comprehension, and Verbal Expression

     o TestDaF Exam Level 4 in Written Expression

Qualifications

Software Development

Operating Systems	**GNU/Linux**.
Programming Languages	**C, C++, Python, Java, JavaScript, PHP, Ruby, CoffeeScript, C#, Clojure, Haskell, TypeScript**.
Software Concepts	**Basic Game AI, Compiler Design**.
Mathematics	**Calculus, Matrix Theory, Group Theory**.
General Tools	**Git, PostgreSQL, RabbitMQ, Reactive Extensions, EntityFramework 6**.
Server-Side Web Development	**Ruby on Rails, Django, Yii Framework, ASP.NET Core, Microsoft MVC, Zend Framework 1**.
Client-Side Web Development	**React, Flux, Angular, jQuery, Webpack**.
Desktop and Mobile Application Development	**Qt, Basics of Android SDK for Media Applications**.
Graphics Software / Game Development	**Unity3D, Zenject, Godot Engine**.

Research Publications

Computer Science

2015   **iTrace: Enabling Eye Tracking on Software Artifacts Within the IDE to Support Software Engineering Tasks**, *Shaffer, T., Wise, J., Walters, B., Müller, S., Falcone, M., Sharif B..*

2015   **Tracing Software Developers' Eyes and Interactions for Change Tasks**, *Kevic, K., Walters, B., Shaffer, T., Sharif B., Fritz, T., Shepherd, D..*

2014   **Capturing Software Traceability Links from Developers Eye Gazes**, *Walters, B., Shaffer, T., Sharif, B., and Kagdi, H..*

2013   **Towards an Eye-tracking Enabled IDE for Software Traceability Tasks**, *Walters, B., Falcone, M., Shibble, A., Sharif. B..*

Bioinformatics

2013   **Genome-wide landscape of alternative splicing events in Brachypodium distachyon**, *Walters, B., Lum, G., Sablok, G., Min, XJ..*

Software Developed for Research

Jan 2013 - Mar 2015 **iTrace**, *Eclipse Plugin for Finding Software Traceability Links with Eye-Tracking Data.*
`http://www.i-trace.org/`

Oct 2011 - Mar 2013 **Plant Alternative Splice Database**, *Publically Searchable Application to Search and Display Information about Alternative Splices in Plant Species.*
`http://proteomics.ysu.edu/altsplice/`

Free and Open Source Software Projects

GitHub Profile `https://github.com/meoblast001`.

since Feb 2019 **RocketThing**, *3D action game in Unity3D.*

since Nov 2013 **Thugaim**, *2D video game for Android in Java.*

since Aug 2011 **KKSystem**, *Digital flash card system originally on Django in Python and now in Ruby on Rails.*

GameJam Projects

Nov 2019 **Busy Beaver (3m5 GameJam Nov 2019)**, *2D platformer game made in Godot. Contributions in light effects, art, and game logic.*
`https://github.com/meoblast001/3m5GameJamNovember2019`

May 2019 **Island Escape (3m5 GameJam May 2019)**, *3D network multiplayer (2-player) action game made in Unity3D. Contributions in game logic and networking.*
`https://github.com/Rittergit/GameJamMay2019`

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