

KYLE MISNER

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RELEVANT EXPERIENCE

Software Developer Pelican Software

July 2007 – October 2008
Nanaimo, BC

- Developed software products in collaboration with other programmers, the technical support team, and sales managers, from programming and creating GUI's, to performing research on a variety of topics including competitors, usable plug-ins, and the viability of potential projects, compiling the final product for distribution.

Duties:

- Performed QA for a desktop publishing program using black-box testing to report bugs, design flaws and inconsistencies.
- Fixed errors and implemented requested features as the sole developer for an in-house Customer Relations Management (CRM) program used by sales managers and the technical support team.
- Contributed to an Oil Pipe Yard inventory software project by resolving errors, implementing new features, and fixing old, broken, and incomplete code, as well as designing schema for new modules.

Accomplishments:

- Initiated and developed a system of database triggers and stored procedures within an internal CRM tool to prevent deletion of critical financial information and generate logs of pertinent events.
- Built an automated FTP daemon for an inventory program, overcoming issues such as locking records, client/server interaction, and proper error handling.
- Constructed a custom module for a large oil pipe manufacturing company from their specification, involving significant alterations to the database schema, creating input forms for all data, and recreating many company specific reports.
- Updated an existing Python program to use a GUI rather than a text terminal, added functionality, and enabled cross-platform capability (OSX) preventing data loss issues.

TECHNICAL SKILLS

Programming Languages:

• C, Java, PHP, Python, JavaScript, HTML/XML, CSS, Shell Scripting (Bash), Make, Scheme, and 4D

Databases:

• MySQL, PostgreSQL, and 4th Dimension

Operating Systems:

• Windows, Linux (Debian), Unix (Tru64), OSX

Software:

• Microsoft Office Suite (Word, Excel, etc.), Emacs, Eclipse, Subversion, Git

EDUCATION

Bachelor of Science: Computing Science (Philosophy Concentration)
Vancouver Island University (Formerly Malaspina University-College)

September 2003-June 2008
Nanaimo, BC

- Concentration in Philosophy

Academic Software Development Projects

- Created PHP web pages that gathered user input and displayed protected content with proper authorization.
- Made a basic JSP-based website using servlets and Tomcat.
- Designed database schema for a project and used it for the back end of a GUI-based program.
- Wrote a simple command line shell that used systems calls and saved a history of typed commands.
- Created an “ncurses” based video game with both threaded and non-threaded versions.
- Wrote a compiler for the fictional language PL/Um (umpteenth iteration of the PL language).

References available upon request