Geoffrey J Brown

Specializing in C# .NET Core-based RESTful microservices and 3D graphics

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EXPERIENCE

CenterEdge Software, Roxboro, NC — *Senior Software Engineer / Team Lead*

MAY 2017 - PRESENT

- Served as both a technical lead and senior engineer on multiple teams depending on company needs
- Developed various RESTful microservices using .NET Core (2.0–3.1) to build a brand new cloud-based self service kiosk to allow our clients to sell products and have their customers sign waivers
- Led domain design meetings for both new and old business domains
- Trained and mentored junior developers on best practices and how to use tools and infrastructure
- Learned and leveraged new technologies such as Kubernetes, Docker, Couchbase, RabbitMQ, and Spinnaker to allow for a highly scalable and deployable production environment

BlueLine Game Studios, Durham, NC — Chief Technology Officer / *Lead Software Engineer*

OCTOBER 2011 - AUGUST 2018

- Created interactive 3D games for Xbox 360 and Steam platforms using XNA/FNA/Monogame (C#)
- Work included designing overall system architectures, low level graphics programming (HLSL), and 3rd party library integrations
- Shipped 6 games on the Steam platform, one of which was ported from our Xbox 360 release

SMT, Durham, NC — *Senior Software Engineer*

JULY 2016 - MAY 2017

- Developed a web-based content management system used in conjunction with on air graphics shown over live broadcasts. System allowed for managing player headshots, team logos, and team color chips.
- Created a web application that leveraged football player tracking information gathered from NFL players for a real-time view of where players were on the field.

aWhere, Durham, NC — *Software Engineer II*

DECEMBER 2014 - JANUARY 2016

- Creating a new REST API from the ground up in C# to calculate and deliver weather and agronomic information to smallholding

LANGUAGES

C#	TypeScript
Javascript	HTML5/CSS3
PHP	C++

TOOLS

Visual Studio	VSCode
Git	Docker
Couchbase	RabbitMQ
AWS	Kubernetes
Spinnaker	JIRA
Jenkins	Photoshop
Couchbase	SQL
Swagger/OpenApi	
Domain Driven Design	

LIBRARIES + APIS

.NET Core	ASP.NET
WebAPI	Angular
RxJS	jQuery
DirectX	OpenGL
XNA/FNA/Monogame	

SOFTWARE FOCUSES

APIs
Graphics
Design Patterns
Architecture
Maintainability

farmers
- Created a system to consume and process weather data from various 3rd party sources using C#

Geomagic/3DSystems, Morrisville, NC — *Software Engineer*

JANUARY 2011 - JUNE 2013

- Developed high powered 3D model and CAD processing software (C#/C++/Python)
- Created prototype applications with Kinect and Magic Leap to integrate into an existing CAD-like system.
- Work included everything from low level graphics programming to designing high level software architecture.
- Created a sophisticated plug-in architecture that was able to leverage and plug into several different 3rd party applications as well as our own 1st party applications

SportsMEDIA Technology Corporation (SMT), Durham, NC — *Software Engineer*

JULY 2008 - JANUARY 2011

- Create highly customized, time sensitive 2D and 3D graphics applications used on broadcast television in the sports and entertainment industries Applications included large
- Applications included large touch screen applications as well as real time scoring and statistical applications built with C# and OpenGL
- Continued development and extension of the SportsMEDIA GEM development platform using C#
- Job required handling and adapting to rapidly changing requirements and strict deadlines associated with the nature of television production

EDUCATION

Rochester Institute of Technology, Rochester, NY — *Bachelor of Science - Software Engineering*

AUGUST 2002 - MAY 2007

- Concentration in Computer Game Design / Science and Tech Studies

OTHER ACTIVITIES

- Member of the Wake Blue Sox in the Central NC Men's Senior Baseball League
- Collecting (way too many) Star Wars actions figures
- I pretend like I can play the guitar