

JASON M. GILL

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Technical Languages, Environments, and Tools

C#
HTML

C++
CSS

C
PHP

Java
JavaScript

SQL
UML

Microsoft Windows
Microsoft XNA, WCF, WF
Microsoft Visual Studio and TFS
Borland StarTeam

Rational DOORS
Enterprise Architect
Apache Subversion (SVN)
Adobe Flash

Adobe Photoshop
Adobe Dreamweaver
Microsoft SQL
MySQL

Industry Work Experience

International Game Technology, Corvallis, Oregon

(8/2008 – Present)

Software Engineer, Network Applications and Systems

- Key contributor for the messaging and UI of the “QuickPay” component in the industry-changing IGT sbX Suite which is driving sales with the successful deployment in the new \$8.6 billion CityCenter Aria Casino.
- Product lifecycle management using Microsoft Team Foundation Server (TFS), Hewlett-Packard Quality Center, Rational DOORS, and Enterprise Architect.
- System application development in C# using Microsoft Visual Studio 2005 and 2008.
- Transactional database and UML design with Microsoft SQL and Enterprise Architect.
- Unit and functional testing as well as Product Assurance (PA) support for release components.
- Development and support across 16 teams working on 22 cohesive products.
- Product installer development using Flexera InstallShield 2009 and 2010.

Garmin AT, Salem, Oregon

(6/2007 – 12/2007)

MECOP Software Engineer Intern

- Implemented and tested FAA certified software for the Garmin 430/530 Embedded Avionics Products.
- Embedded software development in ANSI C using Microsoft Visual Studio 6.
- Lifecycle Management using Borland StarTeam.
- Processed and wrote multiple test plans for the Garmin products operability with other manufactures’ devices.
- Modified product design requirements to increase relationship between software and documentation.
- Worked in a team environment to diagnose and fix over 15% of found software defects.
- Created new startup sequence for the Garmin products which added to the overall device experience.

NiteHawk Enterprises, Salem/Beaverton, Oregon

(5/2006 – 9/2006)

Programmer/Network Technician

- Developed a client-server instant messenger in C# running on a private network for a medical clinic with 35 users.
- Installed and supported company networks including computer equipment for 4 different locations.

Mentor Graphics, Wilsonville, Oregon

(6/2005 – 9/2005)

IT Collaboration Services Intern

- Assisted in updating the Exchange email system for 3,000+ users and tested new cellular technologies.
- Configured and supported on and off site video conferencing for 10+ locations and 15+ systems.

Education

Oregon Institute of Technology, Klamath Falls, Oregon

(June 2008)

- Bachelor of Science in Software Engineering, *Minor in Business*
- Associate of Engineering in Computer Engineering
- GPA: 3.56; GPA in Major: 3.75; *Honors: Cum Laude*

Education (Continued)

Chemeketa Community College, Salem, Oregon

(March 2007)

- Associate of Applied Science in Networking Technology

Strengths

- **Strong leadership and interpersonal communication skills** built through academic and work experiences.
- **Small team co-operative management** including goal setting, task delegation, and conflict resolution.
- **Enterprise software development** at every stage of the software lifecycle: analysis and design, implementation, and maintenance.

Leadership and Academic Work Experience

Oregon Tech Game Developers, Student Club (*recognized by IGDA (www.igda.org)*)

(2/2007 – 6/2008)

Founder and President

- Led a group of 15+ students sharing an interest in game development to enhance our knowledge and skills in video game software creation.

Campus Activities, Campus Organization

(9/2006 – 6/2008)

Entertainment Coordinator

- Responsible for an annual entertainment budget of \$40,000 to provide a wide range of events.
- Contacted booking agents and performers to bring bands, comedians, singers, and more to the OIT campus.
- Outstanding Student Award nominee at the 2007 National Association of Campus Activities conference.

Computer Systems Engineering Technology (CSET), Computer Department

(1/2005 – 6/2008)

Lab Network Technician

- Installed hardware and software while maintaining the labs for the CSET department.

Academic Software Projects

Piratopia, Three-term Senior Project

(9/2007 – 6/2008)

Project Manager

- Designed and developed a LAN multi-player, treasure hunting, battle pirate game using Microsoft XNA and C#.
- Three stages of creation: design, development, and quality assurance.

Project Longshot, Three-term Junior Project

(9/2006 – 6/2007)

Project Lead

- Led a four-person team to develop a multiplayer cooperative puzzle solving game built on a three-tiered architecture (User Interface, Game Object Layer, and Persistence).
- Performed project management tasks: modeled use case and class diagrams, put together a requirement specification and developed a Gantt chart to organize the requirements and their completion.