

## Josef N. Patoprsty

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Austin, Texas



### Professional Experience

#### Contract Associate Software Engineer at Certain Affinity (May 2017 → June 2018)

- Fulfilled multiple contracts for Wargaming Group Limited on World of Tanks.
- Developed features with Actionsript 2/3 using Scaleform GFx and Python 2.7.
- Implemented designs from Certain Affinity and Wargaming designers to specification.
- Triaged JIRA tickets, maintained Confluence documentation, Fisheye peer code reviews executed.
- Deployed features and bug fixes in weekly sprints.
- Mentored other developers in Actionsript 2/3 and Scaleform GFx.
- Won "Most Creative" for "CA Team Gingerbread Team House Building" contest.

#### Chief Executive Officer at Missing Sentinel Software (2011 → Current)

- Developed 50+ games with total 64,000+ downloads. See games at <http://MissingSentinelSoftware.com>. Paid games available upon request.
- Developed and Maintained distribution website using Drupal 7 with over 59,000 Downloads.
- Participated in 30+ Game Jams.
- Worked with many people with many different disciplines.
- Scored highly in multiple Game Jams (Stoopid TV — Multiple Awards, RogueCraft Squadron — #3 overall at LOVE Jam, Outlaws of Cygnus — Honorable Mention in Austin Chronicle, The Career of Peter — Best Art by Pico Chat Podcast, Get Off, Cat! — #2 Humor at Ludum Dare)
- Used the LOVE framework, Unity3D Engine, Unreal Engine, Ren'Py engine, Pico8 Fantasy Console, and the TIC-80 fantasy console.

#### Teacher at Game Worlds Camp (Summer 2017)

- Developed and maintained a clean game and slides for rapid development and learning of how to make games with the LOVE framework.

#### Team Manager and Developer as Contractor at EJEW.IN, LCC (Jan 2017 → Feb)

- Prototyped and developed video games with a small team targeting the Wii U platform using C# and Unity3D.
- Managed project in preparation for release on digital distribution platform, Steam.
- Game was released on steam in The Blue Box.

#### Chief Technical Officer at Snow Penguin Studios (Spring 2016 → Summer)

- Prototyped and developed the business website (SnowPenguinStudios.com).
- Designed and performed usability testing.
- Drafted project propositions and created project cost estimations for potential clients.

#### Senior Software Developer at GivePulse, Inc (Jan 2016 → March)

- Developed and maintained the GivePulse service with MVC Yii 1.1 Framework & PHP/MySQL on Amazon AWS servers using Git and GitHub.
- Created and deployed a Virtual Machine to closely match the Amazon AWS servers for internal development, including tools such as phpMyAdmin, node.js with Grunt and memory profiling tools.

#### Software Engineer Contractor (Jan 2015 → June)

- Developed applications with MVC CodeIgniter Framework & PHP/MySQL on GNU/Linux servers.
- Employed new and better development workflows.
- Implemented LNMP Virtual Private Servers using CentOS for Git hosting via GitLab.
- Set up a temporary deployment workflow using Cron, Git and Bash.
- Extended and integrated WSDL XML Protocol communication libraries for credit card payments via the Ingenico POS systems.
- Created backup workflow for codebase, server data and MySQL database.

#### Contract Software Engineer at Binary Cocoa (Intermittent 2014 → 2015)

- Developed, designed and released Collider on Steam and Humble Indie Bundle in collaboration with Binary Cocoa.
- Optimized Hexapod Defense Force for Android and Steam and Humble Indie Bundle release using LOVE and love-android-sdl2.

#### Software Engineer at Red Bottle Design, LLC (2012 → 2015)

- Lead designer and developer of Starfire Lords: Genesis using Agile and the LOVE framework with LuaIT2.
- Developed and deployed high tech websites using Drupal, Drupal Profiles and PHP with Mercurial, TeamCity and Aegir.
- Deployed and maintained GNU/Linux servers and built custom Apache [S]RPM packages for CloudLinux/CentOS 6.
- Developed JQuery libraries with Drupal for prestigious small businesses such as Max Rochester.
- Created custom Drupal Modules for client specific workflows.
- Debugged and patched open source Drupal modules.

#### Paid Co-Op and Full Time at Open Publishing Lab, RIT (2011 → 2012)

- Lead Developer of current version of BookBag in Drupal 6 using OpenAtrium and Git.
- Maintained prototype version of BookBag (RIT-aware resource discovery tool) in PHP/MySQL.
- Assisted development with RICE (live content journalism) in Drupal 6 using

- Assisted development with RISE (live event journalism) in Drupal 6 using
- OpenAtrium and Mercurial.

### **Paid Co-Op at Digital Publishing Center, RIT (2010 → 2011)**

- Maintained and themed for Digital Asset Management system, Xinet, and wrote custom code to improve work flow in PHP/MySQL and javascript.

### **Paid Co-Op Open Publishing Lab, RIT (2009 → 2010)**

- Developed software in PHP/MySQL and XML for Drop2Print (printing job system).
- Team Oriented with trac and subversion. Won the Flower City award for best innovation in print publishing technology at the Imagine RIT Festival.

### **Paid Co-Op at Lawrence Productions (Summer 2009)**

- Performed network analysis, designed and developed a new library system, upgraded the internal server, developed platform for an e-commerce website.

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## **Skills**

<b>Languages</b>	Actionscript 2/3, Python 2.7/3, PHP 4/5/7, MySQL 5.x, Lua 5.x, HTML 4/5, CSS 1/2/3, Javascript, Shell/Bash scripting, Java, C, C++, C#, Brainfuck, Atmel Assembly, VHDL, QBasic 4.5, Borland Turbo Pascal 7.0
<b>Frameworks</b>	LÖVE, Scaleform GfX, PICO-8, TIC-80, Drupal 5/6/7/8, Unreal, Unity3D, JQuery, Yii 1.1, CodeIgniter 2.x
<b>Professional Experience</b>	Actionscript 2/3 w/ Scaleform GfX (1 year), Python 2.7 (1.5 years), Back End Linux/PHP/MySQL/Apache (8 years), Front End HTML/CSS/Javascript (8 Years), Drupal (7 Years), *NIX Environments (7 Years)
<b>Operating Systems</b>	GNU/Linux (Many Variants such as Arch, Debian, Ubuntu, CentOS, CloudLinux), Windows XP/7/10, macOS, Android, Unix
<b>Software</b>	Maven, Fisheye, Confluence, JIRA, IntelliJ, PyCharm, vim, Git, Mercurial, Subversion, Perforce, TeamCity, Aegir, Wordpress, Apache, Nginx, Valgrind, CacheGrind, KCacheGrind, GIMP 2.x, Adobe Photoshop 5/7/CS/CS2, Adobe InDesign, Quartus II, ModelSim, ExpressPCB, OrCAD Lite, Matlab, Mathematica, Libre, Open and Microsoft Office
<b>Spoken Languages</b>	German due to 18 years of residence in Vienna, Austria

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## **Education**

Rochester Institute of Technology, Rochester, New York — August 2011

**Bachelor of Science** Computer Engineering Technology

**Minor** Computer Science

**Concentration** Writing Studies

**Related Courses** Technical Programming, Computer Science, Operating Systems, Computer Science Theory, Cryptography, Circuit Theory, Electronics, Differential Equations, Digital Fundamentals, Microcomputers, Digital System Design, Principles of Electronic Design and Automation, Effective Technical Communication, Advanced Electronics, Embedded System Design

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## **Other Experience**

### **Took Part in the High Tech Rochester Launchpad Class of 2013**

- Lean Startup workshop, modeled after Steve Blank's Lean Startup Workshop.

### **Advocate of Open Source Software**

- Authored and contributed. See <http://github.com/josefnpat/>