

# Adam R Grey

SOFTWARE DEVELOPER

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*A machine that converts coffee into code*

## Summary

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Software Developer specializing in C# / .NET with 11+ years experience in .NET development, programming, architecture design, and support.

## Skills

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### Programming Languages and Development Methodologies

- .NET languages (C#, VB and ASP.NET), Java, C/C++, python, lua, Regular Expressions
- Object-Oriented patterns in development
- Experienced with Agile, scrum methodology
- Architectures have included Web Services (including RESTful web services), AJAX/REST, Microsoft MVC, and MVVM pattern.

### Web Technologies

- HTML 4.0, xHTML, DHTML, HTML 5.0, CSS
- Scripting libraries and frameworks include Javascript, JQuery, Node.js
- Front-End frameworks include React.js and Bootstrap
- Model-View-Controller (MVC) pattern as well as specifically Microsoft's MVC 5 framework and Model-View-ViewModel(MVVM), using the .NET framework

### Programming Languages and Development Methodologies

- Development Environments include Microsoft Visual Studio, Eclipse, Monodevelop, and NetBeans.
- Experience in XML Schema Design.
- ASP.NET MVC Web API, other APIs including vizard, OpenGL, openAL, Unity3d.
- Experience in many web libraries like JQuery
- Git (including Sourcetree, Sublime Merge), SVN (including TortoiseSVN), TFS

## Work Experience

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### Odyssey Systems

*remote, >50% travel*

SOFTWARE ENGINEER

*May 2023*

- Developed cross domain solution for tactical environment
- Work included C# programming, use of third party APIs including OpenWeatherMap, apache solr
- traveled on site for configuration, last minute development, and presentation
- constantly proactively pushed for improvements to process and policy
- Participated in agile team

### Veyo/MTM inc

*remote*

SOFTWARE DEVELOPER

*2022-2023*

- Updated, maintained, and wrote new web software to facilitate and optimize business interactions between Veyo and their providers.
- planned and managed workflow within a hybrid, agile-esque management style
- Used Bitbucket for code reviews and Jira for ticketing
- Work included task refinement in Jira, meeting in Microsoft Teams, and some programming with C#
- Frameworks included dotnet core's MVC framework, and React.js

### Veyo

*remote*

SOFTWARE DEVELOPER

*2022*

- Updated, maintained, and wrote new web software to facilitate and optimize business interactions between Veyo and their providers.
- followed an effective agile methodology to plan and manage workflow
- Used github enterprise for code reviews and Jira for ticketing
- Work included programming with C#, Javascript
- Frameworks included Veyo's own in-house framework, as well as angular 1.
- Developed APIs with swagger
- Test Driven Design using XUnit

## Silver Meddlists

CO-FOUNDER

2021

- managed technology, administration
- wrote utility software to conduct broadcasts, manage and prepare data
- designed and balanced miniature trivia games, produced supplemental content and branding assets
- interfaced with disparate technology platforms' APIs
- connected backend microservices with Apache Kafka

## Selective Insurance

Glastonbury, CT

SOFTWARE DEVELOPER

March 2019

- Updated, maintained, and wrote new web software to facilitate and optimize business interactions between Selective and their agents. This involved writing new APIs as well as updating and uplifting the front end. Worked with a massive old legacy codebase.
- Used Scaled Agile to plan and manage workflow
- Used Collaborator Enterprise for code reviews (for front end)
- Work included programming with C#, Javascript, VB.NET
- Frameworks included Selective's own in-house framework, as well as web forms.
- Developed APIs with swagger
- Test Driven Design using NUnit

## TTM Technologies

Stafford Springs, CT

SOFTWARE DEVELOPER

August 2016

- Updated, ported, maintained, and wrote new web software to facilitate all levels of business. Many of these websites had to interact with other websites, and sometimes through legacy systems. Most of these websites were written in / ported to ASP.NET MVC 5, interacting with MS SQL Server 2008, almost always with entity framework.

## Century Color

East Hartford, CT

SOFTWARE DEVELOPER

March 2016

- Wrote DataMatch7, a data entry program for photographers to enter order data for photographed subjects. This project interacted with a web API I helped write in ASP.NET, which in turn interacts with an MSSQL database. I also wrote a web page for the photographers' customers to order prints and other items ahead of time. That web page interacted with two MSSQL databases to serve up content.
- Developed software interacting with multiple MS SQL databases
- Work included programming with C#, Javascript, HTML
- Frameworks included ASP.NET MVC, Knockout.js
- Responsible for the entire SDLC, to include design, specifications, architecture, programming, deployment, training, and support.
- Wrote several web pages and supporting APIs

## Subterranean Games

100% remote

PROGRAMMER

April 2013

- Developed game software including any gameplay system I could
- Assisted with asset integration
- taught teammates to use git, including fellow programmers and artists
- Assisted QA testing and documenting
- Responsible for the entire SDLC cycle, to include design, specifications, architecture, programming, deployment, training, and support.
- Work included C# programming, use of third party SDKs and modules including unity3D engine, substance materials
- Participated in Agile/scrum hybrid team

## Movie Robotics

Hartford, CT

SOFTWARE DEVELOPER

August 2012

- Developed complicated software for managing interactions with external hardware using C#, XNA, WPF, XML
- .NET development to manage directed cyclic graphs of states utilizing both XNA and WPF for client-side UI.
- Updated and maintained application on-the-fly with updates going from drawing board to production in under a day.
- Responsible for the entire SDLC, to include design, specifications, architecture, programming, deployment, training, and support.

## Uconn CHIP AITC

Storrs, CT

SOFTWARE DEVELOPER

December 2011

- maintained and updated complicated software using C#, python, WPF, XML, Unity3d, win32, IPC over TCP
- Upgraded old, morph-based facial expression system to use in-engine bones
- Required IPC over TCP to get C# editor to communicate with python vizard scripts
- taught teammates to use git, bug tracking, and source control management systems (specifically redmine)
- Responsible for the entire SDLC, to include design, specifications, architecture, programming, deployment, training, and support.
- interfaced between external libraries including Unity3d, Kinect SDK, and vizard

## Uconn Greater Hartford Campus

West Hartford, CT

IT CENTER TECHNICIAN

2011

- Developed weather alert web page for inclusion on campus' website using javascript, JQuery, and AJAX
- maintained and updated software on classroom computers, supported and trained faculty

## Education

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