

ERIK UMENHOFER

Manager / Developer / Dev Lead


PROFILE

As a software developer and manager with over 10 years of programming experience, I have developed feature rich enterprise applications, games and web experiences. I am a leader and engineer who is excited about making software that people will remember and enjoy.

Creativity in technology is my passion. Software is my medium.

ACCOMPLISHMENTS

- Implemented many Microsoft and Open Source products across multiple lines of business.
- Created apps with over 20,000 downloads in the Windows Store.
- Worked with multiple Fortune 500 companies to design and build tools that provided direct value to the customer and client.

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SKILLS

C#/ASP.Net/UWP
React/Redux
Node.JS/Express
Visual Studio / XNA
SharePoint / FAST
Azure Services
Team Foundation Server
SQL Server
HTML5/CSS3
Unity3D
Photoshop
JavaScript / JQuery

EDUCATION

Bachelors of Science
Business Administration & MIS
San Francisco State
University, SF, CA (2004)

CERTIFICATES

*(Microsoft transcript available
on request)*

EXPERIENCE

Avanade Inc., 2007 – Present (<http://www.avanade.com>)

Consultant / Manager / Regional Software Engineering Lead

- Kaiser Permanente, Technical Lead: Planned, designed and built a mobile portal to help members' access health education using .Net, Cloud Analytics and JavaScript.
- Microsoft, Architect: Planned, designed and built a tool in ASP.Net/SharePoint for capturing customer satisfaction surveys. Solution used JQuery, Knockout.JS, SharePoint 2013 and SSRS.
- Boeing, Dev Lead: Designed and integrated SharePoint, and Silverlight with FAST Search and Team Center.
- Bill & Melinda Gates Foundation, Developer: Helped implement a CRM4 to SharePoint integration using FAST Search.
- UC Davis, Lead Developer: Built a system for collecting data from multiple devices via Azure IoT, Azure SQL for final processing in Azure ML.
- Autonation.com: Created a customized search service using FAST and SharePoint.

Firebelly Studios, 2011 – Present (<http://firebelly-studios.com>)

Founder / Developer

- Lead developer for Temporus (<http://tempor.us>), a Sci-Fi shooter/platformer currently in development. Kickstarted and Greenlit in 2014. Worked with a small team to create a fully featured game for the PC, Mac and Linux platforms using Unity.
- Lead designer/developer for EvolveUs, a mobile puzzle fighting game currently in development for Android, iOS and Windows Phone on the Unity platform.
- Sole designer and developer of multiple Windows Phone applications:
 - Bed Time: Sleep cycle alarm clock with multiple alarm types for your 90 minute cycle.
 - Show Seek: Event location tool, connecting to Songkick, Last.FM and other RESTful music services.
- Participated in multiple LD48 and GGJ game jams.