Morgen Diaz

Kapaa, HI 96746

(808) 631 2437 • morgen@webslinger.works

linkedin.com/in/morgendiaz | github.com/MorgenDiaz

PROFILE

Tenacious and dynamic professional with 8+ years of experience in the software, game and applications development industry. Highly skilled and adaptable, becoming efficient with programming languages, frameworks, and technologies and always willing to go the extra mile to face complex challenges. Results-driven, versatile and inventive, always seeking to maximize productivity to design solutions that address a wide range of technical problems.

Skills

Languages
JavaScript, Kotlin, Java, C#, Swift, PHP, Objective-C, Python, C++

Development
React, Node, Android, Unity, IOS

Databases
PostgreSQL, SQLite, MYSQL, MongoDB

Methodologies
OOP, TDD, MVC, MVVM, RESTful APIs

Technologies/Libraries/Frameworks
Git, HTML5, CSS3, Tailwind, XML, JSON, Gradle, Heroku, Webpack, Express

WORK EXPERIENCE

Systenomics, Inc, Atascadero, California, United States

Senior Mobile Application Developer - Contract   01/2012 – Present
- Collaborated with clients and internal staff to best understand and interpret customer's requirements and needs and turn them into technical specifications and solutions.
- Collaborated with Back-End Software Engineer to drive the architectural design of workflow engine technology.
- Developed, maintain and test production applications for Android and iOS using Java, Kotlin and Swift programming languages and SQL.
- Identified and integrated the latest platform tools and libraries into existing projects.
- Developed the architecture of the mobile applications to allow expandability and agile refactoring, and support business initiatives.

Mirrored Horizon Studios, Remote-UK

Founding Member | Lead Software Engineer 10/2018 – 09/2020
- Collaborated closely with artists and designers to ensure games are developed according to tech needs.
- Ensured game ideas are transformed from concepts to playable apps, through high-level design, architecting, coding, debugging and testing. Using Unity 2D, Unity Test Framework
- Programmed content, player movement, animation, AI, power-ups and user interface. Which was then entered into a Unity 2D game competition.
- Developed creative tools to be used by gameplay designer for prototyping, testing and creating new levels.
- Implemented a challenge system and personal friend leader board on the Facebook platform, and an advertisement-based reward system using Ad Mob.

Alexander's Contract Services & Datazeo, Atascadero, California, United States

Android Developer 02/2011 – 06/2018
- Led the creation and ongoing development of an Android application for the first SaaS utility cloud-based meter reading platform (electricity, gas and water), currently used nationwide in three countries to read over 5 million meters annually. It was first Android application to interface numerous wireless meter reading services.
- Developed technical design and coding for the application and oversaw testing and deployment.
- Planned releases, estimated development tasks, identified risks and coordinated development activities that ensured the regular release of high-quality software in a timely manner.
- Troubleshooted, debugged and resolved defects, ensuring customer satisfaction.
- Developed a REST API in PHP for consumption by the Android applications.
- Interfaced with technical and non-technical divisions, ensuring communications and coherence, and performing manual field testing of the applications to guarantee a functional product.
- Developed the first application for specialized rugged hardware that was built for the industrial world, running on Android platform.

Mobile Application Developer
- Worked with business stakeholders and back-end software engineers to create a new design of a legacy system that improved system functionality and supported a richer feature set and expandability.
- Translated and expanded functionality from a legacy Android application to new Android and iOS applications in Java and Objective C.
- Worked hand-in-hand with the back-end software engineer to expand API functionality through PHP and MongoDB.
- Developed multiple customer-facing report generators using PHP and JavaScript.
- Ensured high-quality and intuitive user experiences along with the UX/UI designer.
- Designed and developed several in-house tools to assist management and operations divisions, improving their performance in sequencing addresses to be revisited by meter-readers, using PHP, JavaScript and Google Maps API.

EDUCATION

California Polytechnic University 2022
Web Development Immersive Program, 26 Week Coding Bootcamp focused on JavaScript and the latest web technologies