CHAD SERRANT

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http://wiki.utter-chaos.net/ucwiki/index.php/Chadius:_Resume

Two years in software engineering at a startup company gives experience in various programming environments, interface design and quality control while developing products for the health care industry. Seeking an opportunity to develop small video games and tools that entertain.

- Modelled and programmed Sword Draw, an arcade dungeon crawler. Notes and downloads at http://wiki.utter-chaos.net/ucwiki/index.php/Chadius:_SwordDraw
- Developed an embedded time-windowed journaling pedometer that wirelessly transmitted step totals stored in RAM or EEPROM to the company server.
- Designed and implemented features to improve human interaction with the pedometer while using the LED display.

A flexible engineer who works best in teams with loosely defined roles, with opportunities to learn new disciplines. Enjoys working on direct applications to users.

Accomplishments

- Experience programming with: C++, C, AVR-gcc toolchain, Ruby, Python, Linux, Simple Directmedia Layer, git
- Specified process to reduce in-house pedometer preparation time by one-third and greatly reduce identification errors to a single point of failure.
- Created a framework for the administrator website to add users to the pedometer system without directly manipulating the database.
- Built prototype testing program for MIT's 2004 Battlecode (formerly Robocraft) Artificial Intelligence contest with a group of three.

History

AWare Technologies, Inc. Cambridge, MA   2007-2009
>   Software Engineer
>>   Startup company developed wellness and fitness applications for corporations. Worked with a group of three in engineering to make the wireless Action Tracker pedometer firmware and the FitAWare website.

MIT Hayden Library Cambridge, MA   2001-2007
>>   Worked the front desk for self-support while programming hobby games at MIT's head library.

Massachusetts Institute of Technology Cambridge, MA
>   Bachelor's Degree in Computer Science 2005
>>   Relevant Courses: User Interface Design and Implementation, Software Engineering, Computer Graphics, Computer System Engineering