

Morris Samuel B.Eng. – Software Engineer

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Summary: Over 15 years experience of software development experience on multiple platforms. Highly skilled developer with excellent problem solving skills and great communicational, interpersonal and leadership skills.

Work Places & Practical Experience: March 2021 to June 2021 - **SoftSim**
URL: <https://softsim.ca>
Freelancer – Build full featured 3D educational training application using **Unity 3D** and **C#**

August 2020 to March 2021 – **Studio Vent d'Est**
URL: <https://studioventdest.ca>
Job Title: **Senior Lead Engineer** (Consultant)
Responsibilities:

- Develop Augmented Reality (AR) applications for two children's books using **Unity**
- Design and create backend management system with **MySQL** database using C#, ADO.net
- Create a 2D platformer XBOX game using Phaser
- Develop desktop application for sound processing and animation

Technologies:

- MySQL workbench, C#, ADO.net
 - **Unity 3D** with C# scripts for Android and iOS
 - Phaser.io, JavaScript
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March 2019 to August 2020 - **Eterio Realities**
URL: <http://www.eterio.ca>
Job Title: **Senior Lead Engineer**
Responsibilities:

- Architect and implement end-to-end software solution for Steel Fabrication Shops on **Microsoft Azure**
- Create fully functional Platform as a Service (PaaS) on Azure
- Design and build Unity 3D AR applications for the Tablet and HoloLens 2 (Windows 10 UWP)
- Create and consume RESTful API microservices
- Manage and set tasks for development team

Technologies:

- Microsoft **Azure** Cloud, Service Fabric, Rest APIs, no-SQL databases
 - **Unity 3D** with C# scripts and Vuforia - for **HoloLens 2**, Android and iOS
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January 2009 to March 2019 – **IGT (Spielo)**
URL: <http://www.igt.com>
Job Title: **Senior Software Developer**
Responsibilities:

- Prototype and implement features based on requirements

- Deliver changes on time and within budget
- Work within a group consisting of Game Designer, Sound Designer, Mathematician and Graphics Artists
- Mentor and supervise junior developers as team lead

Technologies:

- **C++** and the **Standard Template Library** using Visual Studio
- **Unity 3D** with C#
- **Object Oriented** used with an existing custom framework

August 2007 to November 2008 – **Scriptnetics**

URL: <http://www.scriptnetics.com/>

Job Title: **Lead Software Developer**

Responsibilities:

- Design major features based on requirements
- Assign tasks for all team members to deliver complex changes on time and within budget
- Mentor and supervise junior developers
- Contribute to the design and implementation of databases MS-SQL

Technologies:

- **.NET** programming in **C#** using Visual Studio
- Creation of **WinForms** including use of **Multithreading** for responsive GUI
- Creation of **Windows Services** (background service)
- **ADO.net**, Database programming with Microsoft SQL Server:
 - Programming for Databases - Notification (SqlDependency), Backup
 - Use of Schema, Data and Transactional statements

February 2005 to April 2007- **AMDM Technologies** (ComponentSoftware)

URL: <http://www.componentsoftware.com/>

Job Title: **Software Developer** - GUI and Business Logic

Responsibilities:

- Maintenance, ongoing development for existing products.
- Research and development of new features.

Technologies:

- C++ and MFC development using Visual Studio 6 and 2005
- .NET 2.0 programming in C# using Visual Studio 2005
- Creation of **WinForms**
- **ASP.net** - Dynamic Web Pages, Creation and Consumption of **WebServices**
- Creation of deployment packages using Visual Studio 2005 deployment projects and Ghost Installer Studio

Education:

Feb 2008 – **Microsoft Certified Professional** (70-316) - Developing and Implementing Windows-based Applications with **Microsoft Visual C# .NET** and **Microsoft Visual Studio .NET**

2004 - 2005 – .NET Technical Course (C#, WinForms, ADO.net, ASP.net)

1999 - 2003 – **Bachelor of Engineering** Degree in Computer Software and Hardware from the **University of Coventry**