

ED KOLIS
SOFTWARE DEVELOPER
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ABOUT ME

Detail oriented developer with 10+ years of professional, open-source, and volunteer experience. Independent thinker and creative problem solver. Capable of devising clever solutions to complex technical problems, writing thorough documentation, and explaining technical matters in everyday language.

SKILL SUMMARY

- C# / Visual Basic .NET / JavaScript / Kotlin / Java
- .NET Framework versions from 1.0 to 4.8, and .NET 5/6
- Windows Forms / WPF / HTML / CSS / ASP.NET / Blazor / Jetpack Compose
- SQL / LINQ / ADO.NET / database design
- Version control (Git / Mercurial / Subversion / TFS)
- Unit testing using MSTest, NUnit, Moq, and Junit
- Object oriented programming / N-tier architecture
- Azure DevOps pipelines
- Technical documentation / tutoring
- Image editing / basic 3D modeling

CURRENT WORK

Codefide (2024-present) – Senior Software Developer

- Developed new web applications/services and enhanced existing web applications/services for automating the process of performing background checks for Selection Management Systems, an employee background check provider, using C#, Blazor, ASP.NET WebForms, and SQL Server
- Wrote unit tests for these applications and services, using C#, MSTest, and the Moq library
- Created build and release pipelines using Azure DevOps to build/deploy these applications and services to development and production environments
- Collaborated with team members on code review and testing
- Used AI tools such as GitHub Copilot to accelerate the software development process

PAST WORK EXPERIENCE

General Dynamics Information Technology (through Prime Technical Services)

(2023-2024) – Software Engineer

- Developed new UI screens for and fixed bugs in BATDOK, an Android application used by US military medics to track their patients' vitals, treatments, and other medical documentation, using Kotlin, Java, and Jetpack Compose

- Wrote functionality documentation, unit tests, and isolated UI tests for parts of the application being modified, using Kotlin, Java, and Junit
- Collaborated with members of several teams, such as two development teams, a dedicated bug-fixing team, and a test team, over video, voice, and text chat, to solve problems in an agile environment

Codefide (2016-2023) – .NET Web Developer

- Created various reports and data entry forms using C# (.NET Framework v4.x), SQL Server 2014, and a custom XML language for a web application to be used by case workers to manage their cases
- As a part of the same application, created an event documentation wizard that stepped case workers through the process of documenting events such as meetings with clients and phone calls, including steps such as recording travel to and from these meetings and reconciling the reported travel time with that estimated by Google Maps
- Maintained a legacy Visual Basic .NET WebForms application used to manage foster care placements, fixing bugs and refactoring old code
- Created various command line utilities and proofs of concept using C# (.NET 4/5/6) to support development efforts, such as a utility to detect and delete Git branches whose remotes have already been deleted, a utility to create read-only versions of existing XML UI view templates, and a proof of concept customizable web scraper which can be programmed to scan for different information based on which website it's being used to scrape

Devnull Software (2023) – Gameplay Engineer

- Working part time as part of a distributed team to build a new 4X strategy game Crucible of Empires planned for release in early 2024, using C# and Unity
- Implemented features such as hazard generation and warp point connections on the game map

Open Dining (2019) – Developer / Support Technician

- Assisted end users with online restaurant ordering software as aT2 support agent (both restaurant staff and their customers) via email and phone
- Investigated and fixed bugs in said software using PHP
- Wrote documentation for said software; also wrote user friendly changelogs for other support agents

Tata Consultancy Services (2011) – Web Developer

- Fixed bugs in and tested an internal corporate web-based chat client using JavaScript

Developing Methods (2009-2010) - .NET Web Developer

- Assisted in development of web-based HR performance management application using VB.NET (.NET Framework v2.0), ASP.NET, SQL Server, and JavaScript
- Optimized SQL Server database and improved responsiveness of existing app functionality
- Enhanced in-house ORM code generator used to wrap SQL stored procedures in VB.NET code

ExpeData (through TEKsystems) (2007-2008) - .NET Web Developer

- Enhanced data validation web application using C# (.NET Framework v1.1), ASP.NET, and JavaScript, adding features such as animation of digital handwriting strokes and UI localization support

University of Cincinnati (2003-2007) – .NET Web Developer / Programming Tutor / Support Technician

- Developed web application for assisting students in changing majors using C#, ASP.NET, and Microsoft Access
- Tutored other students, helping them with homework for their programming courses
- Provided level 2 technical support to university staff

OTHER EXPERIENCE

FrEee – Open Source 4X Game

- Created FrEee (<https://github.com/ekolis/FrEee>), an open source 4X strategy game inspired by Space Empires IV, using C#, Windows Forms, and Blazor
- FrEee contains many of the features of Space Empires IV; it is playable but not complete, and some features such as an AI opponent and the espionage mechanics are missing.
- It also contains additional features not found in Space Empires IV, such as a scripting engine and a more robust fog of war mechanic.

Other Open Source Work

- Developed and assisted with a number of open source PC strategy games and roguelike games using C# (various .NET versions up to 6), Windows Forms, Python, and Perl
- Created desktop client app using C# (.NET Framework v4.5.1) and WPF for the game matchmaking site <http://pbw.spaceempires.net>, calling on a RESTful API
- Created chat bot for Space Empires channel on Discord using C# (.NET Core v2.1)

Volunteer Work

- Worked on teams to create websites for nonprofit organizations at the annual Southwest Ohio GiveCamp code jam using C# and ASP.NET

EDUCATION

University of Cincinnati (Graduated 2007)

- Bachelor of Science, Information Technology
- Graduated magna cum laude