

# M Darga

## Software Engineer

[www.dargaCode.com](http://www.dargaCode.com)

Accomplished technology professional of 10 years, now focused on software development. Dedicated to making useful products, solving tough problems, and pursuing life-long learning.

### Phonebook Search

Project - Apr 2017

- › Process and store phonebook entry data for **instant searching**
- › Use Trie, Set, and Dictionary **data structures** to increase speed

### Palindrome Highlighter

Project - Mar 2017

- › Highlight palindromic words in **real time** as text is typed or pasted
- › **Sanitize input** to remove HTML tags, characters entities & rich text

### Darkest Timeline Me

Project - Jan 2017

- › Overlay an evil goatee onto user photos via the **HTML5 Canvas**
- › Focus on **Object Oriented Design** and custom event handling

### Apartment Highlights

Project - Sep 2016

- › Shorten apartment description to query-relevant snippet via **Node.js**
- › Match query keywords to relevant categories using **Dictionaries**

Storm8

### **Sr Economy Designer**

2012 – 2015

- › Owned creation and maintenance of 5 mobile game economies
- › Generated **SQL inserts** from tuning values, reducing human error
- › Helped design **database schemas** for new games and features

Digital Chocolate

### **Studio Director**

2010 – 2011

- › Oversaw hiring, compensation, and promotion of 30 team members
- › Worked closely with C-Staff to set product roadmap and staffing plan
- › Won CEO's annual "Fearless Leader" award for improving morale

Zynga

### **Economy Designer**

2010 – 2010

- › Tuned game economy and features to reach **metric-driven** goals
- › Ran **A/B tests** to objectively evaluate features and tuning decisions
- › Released **weekly updates** to Cafe World's 30 Million active users

Cryptic Studios

### **Combat Designer**

2008 – 2010

- › Designed and tuned over 5000 MMORPG enemies and abilities
- › Programmed small **C# tools** to improve my efficiency and accuracy
- › Collaborated with engineers to profile and **optimize** combat abilities

Electronic Arts

### **Systems Designer**

2005 – 2008

- › Designed and tuned 9 expansion packs for The Sims 2
- › Programmed a simple **C# tool** adopted by my 60-person team
- › Tracked down persistent bugs and obscure **edge cases**

#### LANGUAGES

- › JavaScript
- › CSS
- › HTML
- › C
- › C#

#### ENVIRONMENTS

- › Node.js

#### FRAMEWORKS

- › Express.js

#### LIBRARIES

- › jQuery
- › Bootstrap

#### DATABASES

- › MongoDB
- › MySQL

#### TOOLS

- › Git

Carnegie Mellon University

**BA Professional Writing**

2005

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