

Mark S. Mikunas

authoreyes@gmail.com // 773.416.2474 // <https://www.markmikunas.org/dev>

Experience

3/20 –
present

Fingers on the Moon | *Co-founder and CEO*

Fingers on the Moon is a Chicago based Indie Game Studio focused on making "Unique games that stimulate imagination through innovative gameplay". Focused mostly on game design and development, but also oversee marketing, planning and management aspects of the studio. Currently working on an AI-driven, single player, procedurally generated life management/strategy game.

Technologies: Unity, C#. 3rd party assets.

8/18 – 8/23

MDHearing | *Mobile Development Lead*

All aspects of development for the MDHearing Android mobile app. The app allows customers to customize and manage their Bluetooth Low Energy hearing aids as well as provide hearing assessments and usability features for headphone users. In addition, supported, developed and architected asp.net and php core back end features.

- Product development/planning, feature design, development and support of all features released. Worked with 3rd party chipset manufacturers, design firms, global hearing aid manufacturers, and internal teams.
- Managed deployment and ongoing support of apps.
- Assisted with operational work, such as CE Mark documentation, training customer support agents, writing content for support articles, and user documentation.

Technologies: Kotlin. RXJava. Sweetblue (Android BLE technologies). 3rd party integrations (Mixpanel. Crashlytics. etc). Php. C#.

3/16 – 7/18

Placester.com | *Senior Software Engineer*

Worked with a small team to research and implement mobile applications. Started primarily as an Android developer but also helped support backend java services, implement iOS app features, and eventually branched out into React Native in an effort to provide cross platform, write once applications.

- Developed React Native application that provided CRM, content management, auto-publish scheduling, and other agent focused features.
- Provided Android leadership to an outsourced team working on non core applications.

Technologies: React Native. Redux (thunk, offline, others). Apollo. GraphQL. Android/Java.

8/13 – 3/16 **Homefinder.com** | *Senior Software Engineer*

Lead of Android development, responsible for:

- Re-wrote/architected the Homefinder Android application, transitioning from a WebView based architecture to a native experience.
- Architected and implemented the Android version of the Open Home Pro application.
- Worked with the Product, Design, Technology and Account Support teams to coordinate releases, feature planning, priority and execution.

Technologies: Android (Java, AndroidAnnotations. ORMLite. Google API's. Picasso. Amazon S3. and other libraries)

3/12 – 3/15 **SerenadeMe** | *Co-Founder*

Personal business that provided custom produced music as per customer's requests. All aspects of business, technical, and musical development. Developed the website using Ruby on Rails 3.2. Later re-launched the site using Shopify. Manage partnerships with external resources. Created business plans, presentations, marketing strategies, and financial roadmaps. Wrote, record, and produce the music that SerenadeMe offers.

Technologies: Ruby on Rails. MySQL. Wordpress. Shopify. Keynote. Music tools (Logic Pro X, S-Gear, Amplitube, Izotope Suite (Ozone/Nectar). Revalver. T-Racks, Valhalla)

11/08 – 7/14 **Mt Sierra College** | *Adjunct Faculty and Course Design*

Multi-faceted role encompassing course design and weekly facilitation. Course design includes all lecture content (text and video), weekly discussions, exercises, and test materials. Instructor for multiple courses, including Object Oriented Design, Database relationship design, intro to C++.

Technologies : Microsoft Visual Studio Express Edition/C++. MySQL. phpMyAdmin.

10/11 – 2/13 **Viewpoints** | *Senior Software Engineer*

Developed product features for our Sears partnership. Worked on a small team helping design features such as geographic store page generation, promotion and coupon management and report generation.

Technologies : Ruby on Rails. MySql.

2/10 - 9/11 **Page Foundry Inc** | *Senior Software Engineer*

Member of a small development team that built mobile content delivery and perusal solutions. Handled development of the Android-based custom reader application. The application used a SQLite database, Guice-based dependency injection, asynchronous download services, and content providers to allow users to read Adobe provided e-books and electronic newspapers.

Technologies : Java 1.6. Android 1.6. Groovy/Grails. Liquibase. MySQL. SQLite.

5/08 – 2/10 **Vibes Media** | *Senior Software Engineer*

Member of four-person team responsible for the design, development, optimization and deployment of several applications used by such clients as the Chicago Blackhawks and the NFL (live draft texting/voting).

- Custom segmentation framework that allowed the slicing of SMS messages data into dynamic, run time partitions.
- Grails applications for workflow management.
- JMS load testing tool (based on Apache JMeter) made to integrate with our messaging apis, queues, and routing software.

Technologies : Java. Groovy/Grails/Ajax. Spring (IOC/MVC). Hibernate. JMS. MySQL. SQLServer.

3/03 – 5/08 **Orbitz.com** | *Senior Software Engineer*

Successfully launched a multitude of projects for Orbitz.com as a member of the corporate development and hotel teams.

- Complete implementation of corporate hired car services.
- Meeting and event itinerary functionality that allowed corporate travelers to reflect itinerary changes..
- Development of a market based geographic search service that our hotel, car, and packaging products utilized.
- Key developer on multi-room hotel booking, visual media provider integration, merchant hotel management tools, and host connection supply to multiple remote systems.
- Mentored junior developers and managed work delegation among team members.

Technologies : Java. Spring (IOC). Hibernate. Weblogic. Jini.

5/06 – 9/06 **Feedburner.com** | *Software Engineer*

Worked exclusively using the Java language and Jasper reports to develop/extend internal sales reconciliation tools.

Technologies : Java. Spring MVC. Jasper reports. MySQL.

1/01 – 7/02 **Halo Branded Solutions** | *Application Developer*

Gathered requirements, architected, and developed a web-based order entry system for the sales team to manage their daily operations.

Technologies : Java. Weblogic. Oracle. CVS.

9/00 – 12/00 **Vation Incorporation** | *Application Architect*

Member of the architecture team that modeled and developed a framework to complement Vation's external 3rd party client applications using ATG Dynamo.

Technologies : Java. ATG Dynamo.

12/99 – 9/00 **Starbelly.com** | *Application Developer*

Developed internal and external merchandise branding applications used for retail as well as B2B applications. Multiple project life-cycles including promotion/coupon functionality, the 2.0 version of the order/checkout process on the retail website, and an internal web store development tool that allowed partners to create fully functional e-commerce sites.

Technologies : Java. EJB. IIS/Weblogic. Oracle.

2/98 – 12/99 **Blackdot Group** | *Software Engineer*

Designed and developed three applications (a job tracking system in Powerbuilder, an employee time/work tracker in C, and a workflow management in Java/Swing) connecting to a production-tracking database. Included collaborating with multiple departments including the Training and Information Technologies staff in order to develop materials to successfully document and distribute our applications.

Technologies : Java. Swing. Powerbuilder. C.

Education

1993– 1998 **Saint Xavier University** | *Chicago, IL*

- B.S., Computer Science
- Member of SMACSA (Student Math and Computer Science Association)
- Member of the Computer Science Programming Team
- Computer Science Tutor