

Chris Kugler

Software Engineer

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Summary

Highly skilled, self-motivated developer with a passion for building creative and efficient software. Brings a genuine love of coding and software development along with over a decade of professional experience. Solves business problems while taking into account long term ramifications and future code maintainability. Enjoys taking an active role in mentoring and finding ways for fellow developers to overcome obstacles.

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- Primary: C#, WPF, WCF, WF, EF, SQL, ASP.NET MVC, Unity3D, SteamVR, C++, DirectX, XNA
 - Versed: HTML, JavaScript, VB.NET
 - Conceptual: MVVM, MVC, OOP, SOA, REST design patterns; Plugin, N-Tier, Microservice Architectures; multi-threaded, asynchronous, event driven programming
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Experience

Self Employment

May 2014 – Present

C#, Unity3D, SteamVR

- Created, documented, and released a variety of code tools and packages to help other developers get started working with Unity3D.
- Worked with SteamVR and the HTC Vive device to build virtual reality applications and tools.
- Created [Dungeoneer](#), a first person RPG for Android and IOS.
- Created [Quacker Blaster](#), an arcade shooter that uses the phone gyroscope to allow the player to aim freely using realistic motion.

Discover Home Loans (formerly LendingTree Loans)

January 2010 – October 2015

Application Developer III

C#, WPF, WCF, WF, ASP.NET MVC, Linq2Sql, Entity Framework, SQL, RX

- Worked from start to completion to replace the company's internal Loan Origination System, a 4 year project with a valuation of 5 million dollars.
- Created a Windows Workflow system which enabled developers and support personal to make additions and modifications to automated business processes in real time without interrupting operations.
- Designed and implemented various infrastructural components such as the command repository, remote command execution, window manager, plugin architecture, dynamic control injection, custom chrome floating window, as well as a second screen experience window that synchronized data with the main application.
- Wrote over 100 extension methods and Visual Studio code snippets to enable developers to work more efficiently.
- Created a series of services dedicated to generating loan documents, reducing the average time the user spends generating sets of documents from several minutes to around 30 seconds. Over 3 million documents generated per year.

- Created a task based workflow system which enabled the management and tracking of auxiliary units of work that previously had a lack of visibility or metrics.

Ascom Wireless Solutions (formerly Comarco WTS)

February 2008 – January 2010

Software Engineer

C#, C++, C++/CLI, Win Forms, WPF, GDI+

- Created call quality solution used to measure and analyze the quality rating of voice calls across mobile devices. This was used by AT&T and Verizon Wireless to diagnose problems with their cellular networks.
- Implemented control and receive message parsing for various phone and data devices.
- Added Geo-Locational mapping of cellular signal information. Included in this was a safe driver mode, which put the UI into a read only state when the vehicle the test equipment was running in was moving faster than 5 mph.
- Diagnosed and fixed various instability issues and memory problems in the C++ device control program Radio Manager.

LendingTree Loans

March 2007 – March 2008

Software Engineer

C#, VB.NET, WCF, ASP.NET, SQL, BizTalk

- Created various BizTalk web services to facilitate integration with external PeopleSoft CRM.
- Updated CommandCenter, the company's internal POS tool to support the PeopleSoft integration.
- Worked on the Universal Desktop Telephony client (UDT) which enabled loan agents to be on the phone with new customers as soon as they were available.

Celare Software

November 2005 – March 2007

Software Engineer

C++, DirectX 9

- Created the desktop client for PJPoker, which was the first fully 3D online poker game.

Education

Westwood College of Technology

Upland, CA

- Bachelors of Science in Game Design and Development; Graduated March 2005
- Associates of Science in Software Development; Graduated December 2003