

Justin West

justin@bozemansoftware.com
http://www.bozemansoftware.com
Bozeman, Montana (406) 763-6143

Areas of Expertise:

Programming: AS 3.0, Java, JavaScript, HTML5, PHP, ASP.Net, C#, C++, Python, and Perl
Frameworks / Libraries: jQuery, Flex, Backbone, Robotlegs, PureMVC, Symfony2, Swiz, and OpenGL
Databases: MySQL, MS SQL, MS Access, and XML
Software: Eclipse, Flash Builder, Adobe Air, Flash, Dreamweaver, Unity 3D, SmartFox, ElectroServer, and Audition
Graphics: Photoshop, Illustrator, Lightwave, ZBrush, Poser, Vue, Blender, Premiere, After Effects, and InDesign

Work Experience:

President of Bozeman Software LLC (Software Engineering Consultant) (2000 – Present)

- ❖ Providing companies an expertise in interactive software design and development on projects such as: MMO virtual worlds, multiplayer games, casual games, and training software for professionals and laypersons.
- ❖ Disney, Playdom, NBA, IAC, BP, MindSpark, 30dB, PulseLearning, eTRAIN Online, Montana State University, Burns Telecommunication Center, Prep Games, Model Me Kids, Geo-Solutions, Boojum, Antlers Unlimited, and many others.
- ❖ Often working remotely as an integral team member to provide efficient and creative solutions.

Software Developer for Opensoft (2012 – 2013)

- ❖ Managing a large scale, client facing product for one of the largest online printing companies in the world. The product allows users to create custom designs for a plethora of products which are then sent to print.

Senior Software Engineer for Green Bein' Productions (2010 – 2012)

- ❖ Managed a large team of developers in producing a highly customizable and dynamic virtual world engine.
- ❖ Developed several in-world games and multiplayer games to be part of the virtual world experience.

Lead Multimedia Programmer and Developer for the Montana Water Center (2000 – 2006)

- ❖ Designed and developed over 13 computer-based training programs, many of which have been used worldwide in places as far reaching as Australia and Afghanistan.
- ❖ Designed and implemented a content management system with an integrated GUI that has been used for 14 different projects to help meet deliverables and promote reuse of content, media, and code.
- ❖ Led a team of developers and was responsible for integrating ideas, maintaining work flow, and final product's integrity.

President of Reborn Entertainment (2006 – Present)

- ❖ Founded a Christian software company to help illuminate Biblical concepts while strengthening Christians through engaging entertainment and learning software.

Lead Web Developer for the MSU Information Technology Center (1998 – 2000)

- ❖ Responsible for the design and implementation of departmental web sites on campus.
- ❖ Created a digital 3D campus to introduce MSU to new students and aid in planning new building projects (still used today).
- ❖ Instructor for a class of 25 software developers learning the latest techniques in design and programming with Flash.

Education:

College: Montana State University, Bozeman, Montana

Degree: BS in Computer Science, May 2000 (emphasis in computer graphics)

Advanced Courses: 3D Graphics, Image Processing, AI, Networks, Software Engineering, and Compilers

Continuing Education: SIGGRAPH, GDC, GDC Online, Christian GDC, Serious Games Summit, and extensive reading

Activities:

You'll probably find me snowboarding, rock climbing, hiking, biking, or fly fishing with my family when I'm not behind the computer or reading. I love home improvement projects, playing guitar, drawing, and playing games of any sort. I'm a problem solver at heart and thrive when given new tasks to conquer.

***Because of my wide experience base, I have tried to keep this resume concise. Please contact me for further details on these projects. For a portfolio of my work, please visit: <http://www.bozemansoftware.com>**