Eissa Jamil

Contact Information
Mobile: (619) 987-1389
Office: (619) 663-4721
ejamil@edgetechnovations.com

EXPERIENCE

Edge Technovations LLC, CA - Owner, Director of Engineering

May 2016 - PRESENT

As the owner and Director at Edge Technovations, I lead client acquisitions and all production efforts for interactive products and software consulting. Essentially, I am a hands on developer for multiple clients, some of them require me to take on the role of a director of a small team or project that I may or may not hire directly under my own company, and other projects where I'm the hands-on developer of specific projects.

As a business, Edge Technovations specializes in interactive technology development and production. I've brought in several clients for ongoing projects in the past year and we continue to grow and build bigger and more interesting productions. Some of our clients this past year have included Disney, Carnival Cruises, and TwoBitCircus, where I've been a hands-on engineer and director of projects with hardware and software. Given our interactive development nature, we have been working with: Unity3D, Unreal Engine 4, Visual Studio, Mono, Raspbian, Ubuntu, Windows, Arduino, SSH Tools, Nano, Beckhoff TwinCat, Siemens PLC's, EtherCAT Automation Protocol, C#, C++, PHP, HTC Vive, Oculus CV1, and more.

Art Institute of California, Hollywood, CA— *Adjunct Instructor*

JANUARY 2016 - PRESENT

I teach at least 2 quarter length courses each quarter covering fundamental computer science topics, game development using Unity3D and Unreal Engine, object oriented methodologies, and programming with C# & C++. Teaching has been a very rewarding experience as I've had the opportunity to teach and mentor several students who I can now proudly call colleagues in industry.

Western University of Health Sciences, Pomona, CA— *Educational Applications Developer (Full Time)*

JULY 2015 - OCTOBER 2016

I led the Software Development and programming of all team projects. Development focused on interactive applications using Unity3D. The majority of development focused on game mechanics, cross-platform programming, restful api programming, web backend to frontend development, metric/data analytics programming, and multi-player application development. Communication skills learned here included the handling of client relations and interaction necessary to translate project requirements and knowledge expert information into interactive applications.

Links:
http://teachtech.westernu.edu/tag/virtualreality/
http://cape.westernu.edu/project/beyond-reality-vr-ar-and-the-future-of-medical-education-102716/
http://teachtech.westernu.edu/optometry-students-use-gamified-learning/
http://teachtech.westernu.edu/virtual-campus-orients-new-students-to-westernu/
http://teachtech.westernu.edu/3d-model-of-horses-lower-extremity-to-debut-in-orlando/

Languages Used: C#, C++, PHP, MySQL, HTML, Javascript
Technologies Used: Unity3D 5, Unreal Engine 4, Visual Studio 2015, MonoDevelop, Brackets, MySQL Workbench, GitLab, Git Bash, Bootstrap

Lockheed Martin Corp, Fort Worth, TX — *Software Engineer, CAD/CAM & Legacy Applications (Full Time)*

SEPTEMBER 2014 - JULY 2015

I was a Software Engineer on the team supporting aerospace application tools for the CAD/CAM software known as CATIA V5. The tools were for use by design engineers and developed using the Catia CAA-RADE API's. I wrote software in C++ using Visual Studio, and my projects were pushed to production ultimately improving design efficiency and readability, while reducing user error. The tools were targeted for use by design engineers and went through rigorous testing prior to being pushed to production environments.

Languages Used: C++, Java, Visual Basic.

Technologies Used: Visual Studio, Dimensions CM (Source Control), CATIA CAA-RADE API's

Quadrant Studios, El Cajon — Game *Developer & Engineer (Full Time)*

AUGUST 2012 - SEPTEMBER 2014

As a co-founder of Quadrant Studios, I was a generalist responsible for creating and supporting internal and external websites and software. Additionally, I acted as the first point of contact for customer consultations regarding software, website, or game development. On the game development side, I was responsible for gameplay programming and level design. The software and web development side focused my time on on client web solutions, including: Wordpress CMS solutions, Ecommerce Integrations, User privilege based front ends.

Languages Used: C#, HTML, Javascript, PHP, MySQL
Technologies Used: Unity3D 4, MonoDevelop, Dreamweaver, MySQL Workbench, Wordpress CMS, vTiger CRM, Dreamweaver, Photoshop CS6, Premiere CS6, XAMPP & LAMP.

Eissa Jamil Software Development & Consulting — *Contract Work*

June 2007 - May 2016

Freelance contract development and consulting for private parties and small businesses. Early development focused on website development using HTML, Javascript(vanilla), and PHP.

Languages Used: C#, HTML, Javascript, PHP, MySQL
Technologies Used: Unity3D 4, MonoDevelop, Dreamweaver, MySQL Workbench, Wordpress CMS, vTiger CRM, Dreamweaver, Photoshop CS6, Premiere CS6, XAMPP & LAMP.

EDUCATION

San Diego State University — *BS, Computer Science*
Relevant Coursework: Programming Languages (C, C++), Systems Programming (C++), Algorithms and Their Analysis, Operating Systems (C), Data Structures (Java), Database Theory and Implementation(SQL, PL/SQL, Java), Artificial Intelligence I (Lisp), GPGPU Programming (CUDA, C++), 3D Game Programming (C#, Unrealscript)

CONTRACTS

PingBox V1— *Augmented Reality Mobile Development*

January 2017 - May 2017

Private contract development on an augmented reality application by the name PingBox. Software included a C# application developed with Unity3D and Vuforia for use on the Apple iOS and Android platforms. A simple wordpress cms implementation was developed with a custom API set for remote content updates.

Woodside Automotive, Lakeside, CA— *Website Development*

APRIL 2016, April 2017 (Updates)

Woodside Automotive was a referral looking to gain more exposure for their repair shop with an updated website and search engine optimization. We researched comparable website in the industry, then designed and developed a website they currently love.

James Malinak MD, San Diego, CA— *Web Development*

June 2015, September 2016 (Updates), April 2017 (Updates)

JamesMalinakMD is a website for medical offices of James Malinak MD. His office needed to provide a web presence in order to keep up with the changing laws for medical practices. The website was developed for their patients to provide necessary information and documents for the office as well as a method for easily reaching the secure patient medical record system.

Steven Moyer, San Diego, CA— *Web Development*

MARCH 2016

Steven was looking to have a professional web presence made for his Film Production studio. He reached out to me through a referral and contracted my team to quickly design and develop a functional and modern website based on his own concepts. Work included custom development using the squarespace platform at the request of the client.

Brain Trainers Inc., Sedona, AZ— *Consultant*

DECEMBER 2015 - MARCH 2016

Consultant for software development of an interactive software application. Developed project requirement specifications, delivery time estimates, and milestones. Development includes: porting the client's original application from C#.Net 4.5+ and XNA for use in Unity3D which utilized Mono with .Net 2.0/3.5. Additionally, the development requirements encompasses new interactive features and a redesigning of the User Interface.

Tarrett Engineering, San Diego, CA — *Web Development (Remote)*

SEPTEMBER - OCTOBER 2015 (1 wk)

Tarrett Engineering reached out to me in regards to repairing and customizing some pieces of their website authorize.net payment gateway. We worked together to establish a specifications for the project and a week later I delivered a custom written javascript solution to their production server.