### Steven J. Eschweiler 601 Webber Dr Chittenango, NY 13037

# Phone: 315-256-5605

### Email: <a href="mailto:steve.eschweiler@gmail.com">steve.eschweiler@gmail.com</a>

#### Please see my Portfolio at: http://www.StevenEschweiler.com

An accomplished software developer with extensive experience in full stack development. Enjoys creating intuitive, user friendly interfaces as well as engineering elegant software solutions.

## **Knowledge and Expertise**

Languages: C#, JavaScript, Python

**Technologies / Concepts:** Angular & Angular JS, Node.js, Typescript, REST, JSON, HTML, CSS3, Bootstrap 3 & 4, Relational Databases, NoSQL, MongoDB, Entity Framework, ASP.NET MVC, Xamarin Forms, Windows Forms, PHP5, Git / Azure DevOps, TFS, URS, FRS, DDS

Development Platforms and Software: Microsoft Visual Studio, Visual Studio Code, SQL Server Management Studio, Microsoft Word, Microsoft Excel

## **Professional Experience**

#### **Deadline Solutions, Inc. (March 2011 - Present)**

Extensive full stack development. Numerous team projects with primary focus on fully validated custom software solutions for Bristol-Myers Squibb. Several custom software solutions for Novelis Aluminum and many others.

#### SecureBackup, LLC – Self Employed (January 2007 - January 2013)

Developed a secure remote data backup service in C#. Responsible for all aspects of running the SecureBackup service and business.

- C# / .NET Windows Development:
  - Windows Forms with Multithreading and File Compression.
  - Encryption including AES, SHA, Public Key, and Digital Signatures.
  - ASMX Web Services.
  - o SQL Server application development using ADO.NET.

### Indotek, LLC – Self Employed (1997 - October 2012)

Published and developed a Direct3D game engine in C++ as well as all associated tools and documentation. Also provided web hosting services. Developed fully custom web-portal for end users

- Web Hosting and Development:
  - Developed a Customer Web Portal using C#/.NET 3.5, ASP.NET, and ADO.NET. The portal interfaced directly with IIS 0 configuration files on the back end.
  - Linux command line administration and software development in C++. 0
  - CGI, Fast CGI, PHP 5 0
- RenderIt 3D Game Engine:
  - Developed a 3D Programming Library for Win32 C/C++ developers including full API documentation. Included functions 0 for rotating, transforming, and projecting polygons and models as well as alpha-blending textures. Was featured in the book, "Inside Direct3D" by Peter J. Kovach. 0
    - Expertise: DirectX / Direct3D, 3D algorithms.
- Materialize 3D:
  - Developed a 3D model editor that allowed for projecting textures onto models. 0
  - Expertise: Parsing the 3DS Model Format, DirectX / Direct3D. 0
- C++ GUI API for Windows:
  - Developed an elegant interface around the Win32 Platform SDK using C++ classes and base classes for displaying various 0 types of windows, controls, and elements such as images, buttons, TreeViews, and ListViews. Also wrote C++ classes for registry access, multithreading, encryption, and neatly encapsulating and capturing Windows messages.
- Word for Word(tm) Video Clip Player:
  - Developed a video clip player for a marketing research firm. Plays indexed video clips that can be sorted, selected, and analyzed based on selected criteria stored in an associated Comma Separated Variable (CSV) file. Written in C using the Win32 Platform SDK.

### Black Knight: Marine Strike Fighter (1994 - 1997)

Developed an F/A-18 flight simulator in C/C++ and Assembly language running on the MS DOS platform. Was later ported to Windows 95, DirectX 3, and the Win32 Platform. Programmed entire application including real-time multichannel sound mixer, music playback engine, 3D graphics engine, VGA registers, mission editor, input device support, AI, flight model, and avionics. Published by FormGen in December, 1995. Nominated for "Best Action/Arcade Game" and "Best New Product" in 1996.

Expertise: C Language, Microsoft Assembly Language, 3D Algorithms.

## **Related Experience and Qualities**

- Developed a 3D Flight Dynamics / Physics Model in C#/.NET.
- 3D Modeling with Blender 2.8
- Enjoys challenges such as finding elegant solutions to complex software engineering problems.
- Entrepreneur / Self Disciplined / Motivated / Innovative
- CompTia A+ Certified

**References Available Upon Request**