

## Ike Ellsworth

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## Work Experience

*Applications Engineer, Xactware*, Lehi, UT

October 2015 - Present

- C# development on backend services for claims solutions platform

*Software Engineer, InsideSales.com*, Provo, UT

June 2014 - September 2015

- Worked on redesigning web interface in asp.net
- Development of Outlook plugin in .NET using VSTO

*Software Developer, StorageCraft Technology Corporation*, Draper, UT

April 2012 - May 2014

- Developed in-house tools using C#
- Worked on agile development team in Python

*Teaching Assistant, Brigham Young University*, Provo, UT

August 2011 - December 2012

- Assisted students with labs and homework
- Held review sessions of class material
- Graded labs and homework
- TA for the following courses:
  - CS 142 - Intro to Programming
  - CS 124 - Intro to Computer Systems
  - CS 312 - Algorithm Analysis

## Education

*Bachelor of Science, Brigham Young University*, Provo, UT, April 2014

Majored in Computer Science

## Other Experience

- Worked on student game at BYU. Game was built using the Unity3d engine, all scripts written in C#. On this project I worked on Design and code for one of the boss fights as well as used the NGUI suite to build the in-game UI and HUD.
- Co-authored two third-party class supplements for the Pathfinder RPG system published by Drop Dead Studios

## Skills

- Experienced in Python, C#, C++
- Experienced in using the Unity3d game engine

## Honors

- Dean's List, College of Physical and Mathematical Sciences, Spring 2011