

Darren Matsumoto

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Education

2005 - 2010 **UC San Diego, La Jolla, CA**
Computer Science, B.S

Programming Languages

- Proficient in: C, C#, C++, Java, JavaScript, , Python, Shell Scripting
- Familiar with: CSS, HTML, Objective-C, Perl, PHP, Ruby, Scala

Technology

- Proficient in: Git, LoadUI, .NET, NodeJS, Opscode Chef, SoapUI
- Familiar with: CouchDB, CVS, MongoDB, MonoDevelop, MS Sql, SVN, Untiy, Visual Studio, Zend Framework

Job History:

- 02/13 – Present Yahoo Inc, Sunnyvale, CA**
Software Development Engineer, Intermediate
- Co-hosting organization-wide LAN parties, where we coordinate the agenda of games, food, and unleash the maximum amount of fun and amusement possible.
 - Being victorious in Nerf gun battles through overwhelming force and sheer domination, as well as negotiating non-conditional surrenders afterwards.
 - Hold cultural literacy meetings, where we groom and inform our organization on current news, such as popular memes, trademark episodes from popular television shows, and present the most note-worthy YouTube videos.
- 09/11 – 12/12 GameSpy Technology, San Francisco, CA**
Associative Software Engineer
- Developed a RESTful API for a mobile web application using Zend Framework and MS SQL; utilized Facebook Connect for authentication.
 - Maintained a SOAP-based API accessible by various AAA games, which powered in-game and supplemental out-of-game features.
 - Contributed to porting a PC game to iOS and Android platforms using Unity and MonoDevelop.
 - Used Opscode Chef to configure production-ready systems and to deploy them in either cloud-based or datacenter-hosted locations.
 - Utilized LoadUI and SoapUI to stress-test SOAP-based systems.
- 07/11 – 08/11 IGN Entertainment, San Francisco, CA**
Web Developer Intern
- Received seminars teaching HTML5/CSS3, JavaScript, and JQuery.
 - Attended peer-training sessions on a variety of topics such as A/B Testing, Test-Driven Development, OAuth, and Search Algorithms.
 - Developed a prototype for a mobile web application of IGN's social platform, utilizing JQuery Templates and a variety of CSS transitions to present the data consumed by a RESTful API.
- 08/08 – 06/11 Websense, San Diego, CA**
Quality Assurance Engineer
- Collaborated with developers, designers, and testers in multiple geographical locations over feature requirements, design implementation, and product documentation.

Activities/Projects:

- Deployed a Python web application with the Google App Engine, which consumes data from a variety of Google Docs services.
- In process of programming a web application of the Triple Triad card game from *Final Fantasy 8*.