



CLARK J RASMUSSEN

SOFTWARE ENGINEER

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TECHNICAL SKILLS

Programming / Development Languages: PHP, ASP, C#, VB6, Perl, MySQL, MSSQL, PostgreSQL, X/HTML, CSS, JavaScript (including jQuery), XML, ActionScript

Development Tools: Visual Studio 6/2008/2010/2012/2013, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe Dreamweaver, Adobe Flash, Adobe Contribute, TFS, Git

Development Environments: LAMP (PHP/Perl), WISA (.NET and Classic ASP), Amazon Web Services

CAREER EXPERIENCE

Ascend Learning / MedHub, 2016 - present

Software Engineer

- Worked on client-facing systems written in PHP. •Helped implement a style refresh across the product.
- Created interfaces for importing scheduling data from third-party services such as Momentum and QGenda. •Built custom scripts for importing client data from a variety of sources. •Answered developer support tickets.

Liquid Web Inc., 2015 - 2016

Software Engineer

- Responsible for working with back-office systems written in Perl. •Rewrote methods to correct calculation of certain customers' assets. •Updated systems to allow the sales/customer service teams to communicate better with the provisioning team. •Developed interfaces for allowing customers to manage third-party services through their Liquid Web dashboard.

TechSmith Corporation, 2006 – 2015

Software Engineer

- Primarily responsible for working with legacy back-office systems written in Classic ASP and VB6.
- Focused on efforts to update said systems to a more-modern C# codebase. •Implemented the back-end systems behind a new ecommerce gateway and led a team tasked with scoping out applying the lessons learned from that project to existing systems. •Helped guide the introduction of Apache-based servers into the existing corporate network infrastructure. •Standardized corporate implementation of Google Analytics across multiple domains and subdomains. •Developed and presented on a suite of PHP scripts for automating team Trello boards using the Trello API.

O6 Web Services, 2006 – 2015

Web Developer / Owner

- Met with clients to conduct needs assessments, then built custom-developed solutions in the LAMP (PHP) stack to meet those needs, including content-management systems and ecommerce solutions.
- When applicable, researched third-party software solutions. •Provided client training and ongoing support on use of the completed product and any third-party systems required.

Michigan State University, 2002 – 2006

Web Developer

- Worked on both back- and front-end code for projects at the Division of University Relations, including some design work.
 - Led client training sessions for both third-party software and custom-built solutions.
 - Named Lead Developer as the team expanded and took on more management tasks, which included a proactive role in needs assessment, including communicating to clients how technical needs translated into tangible solutions.
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PERSONAL PROJECTS

DetroitHockey.Net, 1996 – present

- Implemented and expanded upon third-party software solutions such as Invision Power Board and Wordpress.
- Developed custom content management tools in the LAMP (PHP) environment.
- Integrated back-end systems with Amazon Web Services through their SDK, allowing for data storage in S3, media encoding with ElasticTranscoder, and communication via SNS/SQS.
- Integrated with both the Twitter and Facebook APIs to allow for automated social media messaging.

FantasyHockeySim.com, 2016 – present

- Created a system for reading the output files of FHLSim software, allowing for the creation of a rich web site for a simulated hockey league, including real-time team management tools.
 - Used the Slack API to provide a link between Slack user accounts and site user accounts, allowing for the display of a message center on the FHS site.
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EDUCATION

Bachelor of Arts – Telecommunication, Information Studies and Media

Specialization in Digital Media Art and Technology

Michigan State University – East Lansing, MI – May 2004