

# CLARK J RASMUSSEN

SOFTWARE ENGINEER



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## TECHNICAL SKILLS

**Programming Languages / Concepts:** PHP, ASP, C#, VB6, Perl, MySQL/MariaDB, MSSQL, PostgreSQL, X/HTML, CSS, JavaScript (including jQuery), XML, OOP, MVC, TDD

**Development Tools:** PHP Storm, DataGrip, MySQL Workbench, Visual Studio 6/2008/2010/2012/2013, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, TFS, Git

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

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## CAREER EXPERIENCE

### Ascend Learning / MedHub, 2016 - present

Senior Software Engineer

- Worked on enterprise-level 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 via APIs.
- Built custom scripts for importing client data from a variety of sources.
- Used Slack and Trello APIs to build tools for simplifying SCRUM-related processes.
- Answered developer support tickets.
- Helped introduce code review processes.
- Led a team that implemented multifactor authentication in the product's login workflow.

### Liquid Web Inc., 2015 - 2016

Software Engineer

- Developed back-office systems written in Perl.
- Rewrote methods to correct calculation of customers' assets.
- Updated systems to allow the sales/customer service teams to communicate better with the provisioning team.
- Created an interface inside the customer-facing Liquid Web dashboard to allow customers to manage data held by CloudFlare via API.

### 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.
- 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 proprietary output file format of FHLSim, then using that raw data to populate a user-friendly web site for simulated hockey leagues, including real-time team league and 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.
  - Integrated with both the Twitter and Facebook APIs to allow for automated social media messaging.
  - Used the GD and ImageMagick libraries to dynamically create graphics for sharing via social media.
  - Integrated back-end systems with Amazon Web Services through their SDK, allowing for data storage in S3, Windows-based EC2 instances needed to run the simulation software to be spun up on demand, and automated DNS updates via Route 53.
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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