

# Thomas E. Haynes

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## Software Engineer

Diverse skillset focused on adaptability. Rapid prototyping to classical long term software development and support. Leadership or teamwork, a quality teammate.

## Key Skills:

- Leadership and communication
- Collaborative development
- 3D visualization and interaction
- Software in c, Python, and more
- [Portfolio Site](#)

## EMPLOYMENT HISTORY

### Easter Egg Productions

**Founder** (2019 Jan - Current)

- Skills: Game engines **Unity and Godot**, Shader development, Small Business Development
- Founded small business for video game development.
  - Released *Aegis Online* Virtual tabletop for cooperative gameplay in shared 3D environment.

### Netizen Corporation

**Software Developer** (2019 Jan - 2020 March)

- Skills: **Python, Flask**, Django, SQL, Postgres, **RESTful API development**.
- Developed award winning "CyberSecure" dashboard webapp with Flask, Nginx, and Postgres.
  - Maintained internal client/commission webapps with Django and SQL db.

### Washington State University

**Laboratory Engineer** (2017 Sep – 2018 Dec)

- Skills: **Design and Engineering, 3D modeling**, Embedded systems development, **C**
- Facilitated lab migration (MSU to WSU), and DB server installation and upkeep. CentOS and SQL based systems.
  - Developed software, engineered hardware, and created pumps for bacterial culturing systems. Arduino, 3D printing, and custom circuit board manufacture.

### University of Idaho (Polymorphic Games)

**Software Engineer** (2016 Aug – 2017 Aug)

- Skills: **C#, Unity/.Net, VR Development, Shader Development, Data Visualization**
- Created numerous small prototypes of interactive video game systems. Unity 3D game engine.
  - Created VR research data visualizations for Russian Permafrost data. Unity 3D, Vive VR, and OpenGL based shader coding.
  - Developed and Utilized evolutionary algorithms and AI to satisfy IBEST requirements.

### United Health Group

**Jr Software Developer** (2015 Jul – 2016 Aug)

- Skills: Java development, 4D database, **C++**, Medical service delivery
- Assisted in maintaining and developing internal 4D database systems for medical service delivery systems. 4D, c++, legacy systems.
  - Resolved problems remotely using telecommuting software.

### United States Army Medical Corp.

**Combat Medic, Rank: Specialist** (2007-2011)

- Skills: General Military skills, Emergency Medicine, Medical Service delivery
- Led and trained soldiers preparing for deployment. Supervised day to day operations of hospital maintenance and security, to include key control and grounds inspection.

## EDUCATION

Washington State University Vancouver

Computer Science, Undergrad (2022-current)

Washington State University

Psychology, Undergrad (2011-2013)