

Ian Ruotsala

ian.ruotsala@gmail.com | 425.210.0981

Technological Proficiencies

Languages: Java, Python, C, C#, UnrealScript

Web Technologies: JavaScript, HTML, CSS

Systems: Linux (including Ubuntu, Debian), Linux command line utilities and shell scripting, Windows (including 7, 8, 10), SQL

Developer Tools: git, vim, Subversion, Eclipse, Visual Studio

Software Engineering Paradigms: Object-oriented programming, agile, open source

Game Engines: Unreal, Unity

Work Experience

KForce, November 2016 to January 2017, Data Center Technician (Contract)

- Assembled server racks

NCRC, August 2016 to November 2016, Software Developer (Contract)

- Developed C# application to process housing and consumer finance data

C2S Technologies, July 2015 to September 2016, Tester

- Ran test cases on production software
- Documented bugs

Lionbridge, August 2011 to June 2012, Internet Assessor

- Evaluated search engine query results
- Inferred cultural framing of user search requests
- Validated ranking of search results based on user intent (e.g. purchasing, information, navigation)

Independent Project

Terminus Machina, August 2013 to May 2014

- Mod of classic PC game, "Deus Ex"
- Collaborated with team of approximately half dozen people
- Worked with existing Deus Ex codebase to implement new functionality

Education

Edmonds Community College, September 2005 to June 2007, Associate of Science

- Member of Phi Theta Kappa academic honor society
- Tutored low-income and first-generation college students in Spanish, math, science, and programming

The Evergreen State College, September 2008 to June 2011

- Studied computer science theory (runtime complexity, algorithms, data structures, number theory) and pragmatics (languages, IDEs, etc)
- Internship at Lockheed Martin Solar and Astrophysics Lab