

Kenneth Gottlieb

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SUMMARY OF QUALIFICATIONS:

- Principal Software Engineer with over 20 years of experience working across multiple development technologies and platforms.
- Seasoned team lead focused on building positive collaborative teams using a servant leader approach.
- Experienced in building web, desktop and mobile applications, FinTech software, trading systems and quant strategies.
- Excellent communicator with customer facing skills.

TECHNICAL SKILLS:

Languages:	.Net Core, C#, ASP.Net, Java, C++, Python, PHP, Go, HTML 5, CSS, XML, Dart, ColdFusion
Single Page Applications:	JavaScript, TypeScript, VueJS, React, Bootstrap
Frameworks:	SOAP, RESTful API, Web Sockets, WinForms, WPF, MVC, MVVM, JSON, OOD, OOP, Multithreading
Databases:	SQL Server, T-SQL, MySQL, MS Access, Relational DB
Tools:	Visual Studio, Eclipse, DbSchema, GitHub, Bugzilla
Libraries /Code Repositories:	GIT, SVN, SourceSafe
Mobile:	Kotlin, Flutter
Software Methodologies:	Agile, Scrum

PROFESSIONAL EXPERIENCE (CONTRACT / CONSULTING PROJECTS):

Independent Consultant | Kenneth Gottlieb | Shooting Star Software

3/2010 to Present

Projects:

Principal Software Engineering & Full-Stack Development | Various Trading Systems

- Developed indicators and strategies (quant strategies) for retail day traders utilizing multiple financial software platforms including NinjaTrader, ThinkOrSwim, MetaTrader, TradeStation, Sierra Chart, Kraken, IBKR, and TradingView.
- Languages utilized over multiple solutions include C#, C++, Python, MQL 4 & 5, Thinkscript, PineScript, EasyLanguage.
- Led and managed a small team of developers to create a mobile application front-end and back-end with Dart (Flutter) and Go, providing an effortless and responsive user experience with seamless interconnectivity to multiple accounts and customizable access to financial data.

Full-Stack Development | Gospel Lakes Ranch

- Designed and developed a website using JavaScript frameworks, WordPress, MySQL and dependent technologies providing communication, scheduling, and storage of client information for communication and events.

Software Development & Porting | Veolia Environmental Services

- Ported existing software written in Visual Basic 6 with Access backend to .NET framework.
- Created software to perform synchronization between two existing HR Database Software Packages, handling redundancy, invalid data, and restructure of incompatible design.

Web Software Engineering | OmNovia Technologies

- Developed Web Conferencing Software written in Adobe Flex, PHP, JavaScript, and .NET.
- Created video capture software improving the open-source UltraVNC engine (written in C++) to provide increased security and allow for clearer streaming of complex video and images.

Full-Stack Development | Tamborrel-Bulox Properties

- Created a CRM website, using JavaScript, PHP, phpMyAdmin, and MySQL with secure user authentication for real estate agent clients. Integrated Google Apps including Contacts and Calendar systems.
- Assisted with the design and development of an existing website and database built in Cold Fusion.

PROFESSIONAL EXPERIENCE:

Principal Software Engineer | Add-On Profits | Houston, TX

8/2009 – 2/2010

- Designed and created a full-stack web solution utilizing Membership, Tracking, Affiliate and Mailing List software packages: AMember, Google Analytics, iDevAffiliate and ListMailPro.
- Created web-based software “snippets” using Python, PHP, and JavaScript including a flash based Video Player, Customizable UX Page templates (landing page, sales squeeze page, etc.), and customizable UI elements (buttons and form elements).
- Designed and developed multiple plug-ins for the AMember web software package in PHP for advanced reporting of income and chargeback processing.

Software and Database Developer | Office Gemini | Houston, TX

1/2009 – 8/2009

- Led a team of engineers developing Document Management Software Suite using VB.Net, WPF and SQL Server 2008.
 - Interfaced with Active Directory to manage user accounts and login functionality.
 - Performed extensive software modification to allow for localization into six different languages.
- Created the entire installer package including unattended and silent installation using InstallShield.
- Redesigned SQL Server backend to prevent data duplication and augment desktop and web-based database access.

Lead Programmer | Apox Entertainment | Kristiansand, Norway

12/2007 – 12/2008

- Worked remotely to develop an unannounced “Triple A” MMORPG title using C++ in the Torque Game Engine.
- Developed a Virtual Office environment using different collaborative software to create an online environment conducive to an entirely remote team.

Software Developer / Database Administrator | The Paquin Clinic | Houston, TX

1/2004 – 11/2007

- Designed and developed a complete n-tier software solution greatly increasing time productivity and improving data management.
 - Application utilized a C#.NET front-end, a SQL Server 2000 back-end, multiple COM objects, easy scalability, and complied with HIPAA rules and regulations.
 - UI was developed to optimize speed for data entry clerks, accessible navigation for receptionists, and minimal interaction for in-session clinicians.
 - Created and maintained a SQL Server 2000 back-end to track: clients, accounts receivable, payroll and generate weekly reports.

Video-Game Programmer | TimeGate Studios | Sugar Land, TX

4/2000 - 8/2001

- Created and assisted in the development of the critically acclaimed and award winning PC games Kohan: Immortal Sovereigns (KIS) and Kohan: Ahriman’s Gift.
 - Utilized Visual C++ 6.0 and DirectX for the graphics engine, DirectDraw for the interface and Visual SourceSafe for code repositories.
 - Designed, created and maintained a multiple user bug-tracking software solution during the initial stages of development using Visual Basic 6.0, MS Access.
- Led the in-house QA department and managed the external beta testing user-base during the final stages of development.

EDUCATION:

Client / Server Programming Diploma

6/2000 Computer Learning Centers

Houston, TX

- Graduated Summa Cum Laude - GPA 3.9
- Over 50 hours tutoring C/C++
- Admittance into The Technical Honor Society