
QUINN LARSON

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PROFILE

I am a positive, energetic, native English speaker with over five years of professional information technology experience, and I am looking for a team of enthusiastic technology professionals with whom I can develop myself and work on cutting edge projects.

CORE SKILLS

PROGRAMMING

More than 3 years professional programming in languages including: c#, Java Script, and several others.

SERVER DESIGN AND MAINTENANCE

Experience designing, building and deploying RESTful servers using technologies like AWS, Linux, apache, php, MySQL, Node.js, MongoDB and several others.

PROJECT MANAGEMENT

Concept to launch management of mobile app. Oversight of numerous software features. Expert of Agile development principles. Proficient with project management tools including: Atlassian Tools, GIT, Trello and several others.

INFORMATION TECHNOLOGY EXPERIENCE

MOBILE DEVICE SPECIALIST, APPLE, LOS ANGELES, CA, USA, 2011 - 2014

As a long-time fan of Apple Products, joining apple as an employee was a dream come true. My position allowed me to combine my passion for technology with my love for creative problem solving to deliver life changing results to Apple's customers. While technical knowledge was an important part of this job, the most important skill was empathy, and the ability to intuit a customer's needs and pain points regardless of their technical skill level.

Notable accomplishments:

- Was promoted from Associate to Mobile Specialist within first year of employment.
- Was selected to be a workshop teacher where I held the stores highest feedback rating.

GAME PROGRAMMER, PLAYLAB, BANGKOK, THAILAND, 2014 - 2016

Playlab presented me with the opportunity to fulfill another childhood dream, making games. When I joined Playlab the company consisted of 15 people working out of an apartment in Bangkok. By the time I left, it was the largest mobile game studio in south east Asia with over 100 employees and offices in both Thailand and The Philippines. Playlab maintained a flat hierarchy where employees were assigned features to champion. This meant that I wore the programmer hat for features championed by my colleagues and the producer hat for features which I championed.

Notable accomplishments:

- Oversaw implementation of NEST (Rovio's back end suite) with high levels of collaboration with partners at Rovio.
- Implemented numerous backend services using linux based scalable cloud technology.

FOUNDER, RAMBLE HOUSE GAMES, PHUKET, THAILAND, 2016 - 2017

After having developed my skills in a professional setting, I decided to pursue yet another lifelong dream of publishing my own game. As a one man team, time management and budgeting were paramount. I learned a great deal about delegation as several of the art assets were produced by freelancers. Although the game was not a commercial success, I am very proud of what I was able to achieve.

Notable accomplishments:

- Designed and coded a mobile game from beginning to end.
- Self published to the App Store and Google Play Store.
- Built the company website including setting up hosting on AWS using an EC2 ubuntu instance.

OTHER PROFESSIONAL EXPERIENCE

TEACHER, SEIHA ENGLISH ACADEMY, HYOGO, JAPAN - 2017 - 2018

My responsibilities as a teacher were to organize and teach fun and engaging lessons conforming to Seiha's method and curriculum. My territory spanned from Osaka to Himeji and sometimes as far as Sumoto, and therefore required that I work alongside many teachers, both native English speaking and Japanese, to deliver cohesive lessons to thousands of students.

Notable accomplishments:

- Organized several holiday events for several schools
- Was one of the most requested teachers by both parents and preschool principals

TEACHER, GATEWAY INTERNATIONAL SCHOOL, KOBE, JAPAN – 2018-PRESENT

As a teacher at Gateway, I am responsible for teaching students who range in age from 2 to 13 years old and range in skill from absolute beginner to conversationally proficient. Class sizes can be as high as 15 students, with the entire range of ages and skill levels in the same class together. As the sole adult in my classroom, I am responsible for developing the curriculum, and am responsible for the safety and welfare of all students in my care.

Notable accomplishments:

- Started the interactive speech program in which students write and present speeches
- Oversaw the Summer Break and Winter Break Programs in 2019

EDUCATION

University of Northern Colorado, Greeley, Colorado
Bachelor of Business 2001 - 2006

OTHER SKILLS

Language - Native English and conversational Japanese

Art - Professional level digital art skills including 3d modeling, animation, character design and vector graphics.

Product Design - High level of familiarity with prototyping and manufacturing technologies like 3D printers and Laser Cutters.

Computer Hardware - Experience assembling desktop gaming computers, and upgrading their components.