CHRIS **BARILL**

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EXPERIENCE

MAY 2019 – PRESENT

TEAM LEAD, FAST ENTERPRISES, LLC

Manage a team of 3 Implementation Consultants supporting MARS, the Mississippi Department of Revenue's implementation of FAST's GenTax software. Research, prioritize, and delegate tasks. Review code changes for adherence to FAST coding standards. Mentor my team members to encourage their professional growth and development. Complete annual performance reviews and give actionable feedback.

SEP 2017 – PRESENT

IMPLEMENTATION CONSULTANT, FAST ENTERPRISES, LLC

Maintain, extend, and improve MARS by researching issues to find root causes and implement or suggest solutions using Visual Basic .Net and Microsoft SQL Server in Visual Studio and SQL Server Management Studio. Improved the daily Lien Registry File generation process, reducing time to generate the file from 20 minutes to 4 minutes. Recently added a new account type to support disbursement of COVID-19 relief payments to 30,000 struggling businesses across Mississippi.

MAY 2016 – SEP 2017

IMPLEMENTATION CONSULTANT, ENLIGHTENED, INC

Subcontractor to Fast Enterprises, LLC on the Washington, D.C. Tax project

Worked with the District of Columbia Department of Revenue to develop solutions in VB .NET and MS SQL Server. Helped create XML Schemas to implement Modernized e-File (electronic filing through the IRS). Developed a new integration with Bank of America, so thousands of underbanked taxpayers can receive their tax refund on a prepaid debit card instead of direct deposit or a paper check. Helped implement fraud detection to stop fraudulent refunds, potentially saving millions of dollars per year.

APR 2014 – APR 2016

INTEGRATION ENGINEER, EPIC SYSTEMS CORPORATION

Designed and developed HL7 and XML interfaces for integration between Epic's electronic health record software and third-party systems, such as registration systems and radiology devices, using Cache/M. Created an XML interface for the Denmark implementation that is used by most of the country's hospital staff for clinical correspondence.

EDUCATION

MAY 2013

BACHELOR OF SCIENCE, COMPUTER SCIENCE, WEST VIRGINIA UNIVERSITY

Minor in Physics

PROJECTS

UNTITLED RPG C++ (SFML)

A tile-based, turn-based RPG with simple mechanics to digitize tabletop gaming for kids. It will feature a procedurally generated game board with monsters to defeat, prisoners to rescue, and treasure to collect. I got this idea very recently, so I've barely started it. I plan to have a working prototype on GitHub soon.

PONG C++ (DIRECT2D)

https://github.com/cbarill2/Direct2DPong

Re-creation of the game Pong with a bouncing ball and 2 opposing paddles, which can be moved independently using one keyboard (W and S to move the left paddle and the up and down arrow keys to move the right paddle). This is a work-in-progress.

LEARNING LWJGL JAVA (LWJGL)

https://github.com/crippledrat/LearningLWJGL

Basic 3D space with a first-person camera. There is also some code for procedural generation of a simple action-adventure dungeon (from before I switched it to 3D), but I never completed rendering for it. Though incomplete, this shows my understanding of object-oriented programming and project structure.

LOGDODGER PYTHON (PYGAME)

https://github.com/cbarill2/CodeSamples/blob/master/logdodger.py

My first game project: a simple arcade game. You play as a treasure hunter trying to climb a hill while monkeys roll logs down the hill to impede you. Dodge the logs by moving left or right, but you never progress up the hill, so it's a simple endless runner.