Alton Lee

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Professional Experience

Fast Enterprises, LLC   July 2020 – December 2023
Implementation Consultant (Software Engineer)   *Boston, MA*

- Implemented a new unemployment tax system for Massachusetts' Employment Modernization and Transformation (EMT) Phase 1 project, building a new subsystem relating to appeals using **C#** and **T-SQL**.
- Orchestrated sessions applying **agile** consulting principles with UI professionals to elicit business requirements regarding unemployment tax and benefit laws, enhancing project efficiency by 30%.
- Performed weekly version releases for server requests and site component updates.

Implementation Consultant (Software Engineer)   *Olympia, WA*

- Developed PUA and PEUC benefit programs for Washington's Employment Security Department (ESD), using **VB.NET** and **T-SQL**, during the peak of the COVID-19 pandemic.
- Implemented a state-wide overpayment waiver program for ESD's Overpayment Project, which focused on waiving $11.8 million in overpayments caused by the pandemic, using **VB.NET** and **T-SQL**.
- Mentored both junior developers and state subject matter experts on FAST software and implementation.
- Compiled statistics and data sets to aid in business decisions and analytics via **SSMS** and **Excel**.
- Improved business operations and system function performance by 27% by optimizing queries, nightly processes, database tables and proprietary libraries.

John A. Burns School of Medicine (JABSOM)   November 2019 – May 2020
Assistant Web Editor   *Honolulu, HI*

- Created websites for 10+ JABSOM departments using **HTML/CSS**, **JavaScript** and **PHP**.
- Improved app responsiveness and accessibility features for department websites, modernizing them to comply with ADA guidelines and current-gen mobile devices.
- Managed web pages and media within the JABSOM multisite via **WordPress CMS**.

Projects & Activities

Video Game Mod Developer   *2016 - 2022*

- Created animations, game object replacements, and texture reworks - using **C#**, **Blender**, and **GIMP** - for PC video games running on **Source Engine** with 120,000 current subscriptions across 20+ mods.

Manoa Fix-It!   *January 2020 – May 2020*

- Built an app using the **Android SDK** and **MongoDB** for UH Manoa students to report facility-related issues via mobile.

Oahu Waste Organizer (O.W.O.)   *October 2018 – December 2018*

- Led a team of 7 developers to create a responsive web application simplifying data collection and visualization for use in trash audits across all 10 UH campuses - developed using **React.js**, **MongoDB**, and **Semantic UI** libraries.

Skills

- **Software:** SSMS, Visual Studio, Microsoft 365, Blender, GIMP, Source Engine, Unreal Engine, GitHub
- **Programming Languages:** C#, C/C++, SQL, VB.NET, Java, JS, HTML, CSS, Python
- **Frameworks:** React, .NET, Meteor.JS, Node.JS, Bootstrap, WordPress CMS

Education

University of Hawai'i at Mānoa, Honolulu, HI   *August 2016 – May 2020*
Bachelor of Science in Computer Science