

Bill Soistmann

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<http://bsoi.st/>

Profile

Accomplished professional with exceptional analytical abilities and 25+ years experience solving problems, innovating, writing, training, and motivating others. Ability to manage multiple, competing priorities in a fast-paced, constantly changing environment, and a proven ability to work well in a cross-functional team environment. Record of success writing documentation for developers and users as well as experience working within a software development team, including extensive interaction with senior engineers. A strong leader who is able to motivate and energize those around him.

Skills

Strong communication, negotiation and decision-making skills. Expertise in HTML, CSS, XML, SQL, JavaScript, Perl, Python, PHP, and Shell Scripting. Experience programming in C and Objective C. Experience using and supporting Windows, Mac OS X, and several flavors of *nix. Exposure to Java and Ruby.

Work Experience

SENIOR SOFTWARE ENGINEER, SPENSA TECHNOLOGIES; WEST LAFAYETTE, IN

2015 - 2017 Technical team lead on a mission-critical partner project for a leading seed manufacturer. Training, documentation, software architecture, feature planning, code review, and more.

SOLE PROPRIETOR, SOISTMANN INTERNATIONAL; HOCKESSIN, DE

2006 - 2017 Freelance programming, database design, website development, and systems administration. Training, consultation and support for beginning programmers, web masters, and developers.

DIRECTOR OF TECHNOLOGY, WILMINGTON CHRISTIAN SCHOOL; HOCKESSIN, DE

2002 - 2011 Developed and directed a campus wide technology initiative with an emphasis on shifting resources toward technology which would directly impact the education of students. Major components included doubling the number of dedicated computer labs (4); providing laptops for all classroom teachers; expanding the number of student computers from 80 to 200+; adding iPad, iPod, and laptop labs; installing interactive whiteboards in 30% of the classrooms; and implementing Google Apps for administration, faculty, and students in grades six through twelve. Designed and developed a support structure for students and faculty which consists of online documentation, professional development sessions, a full time help desk, and an atmosphere of peer help. Oversaw the implementation of a new student information system. Created a high school computer science department and developed a K-12 technology curriculum which integrates principles of computer science at every grade level. Directed the implementation of a new online presence for WCS including a new website and a social media strategy.

Development Projects

ARCHETYPE, A MULTI-PLAYER, FPS FOR IPAD, IPHONE, AND IPOD TOUCH

Designed and delivered a robust, cost-effective server-side system. Configured and deployed a self-scaling virtual server infrastructure. Designed and implemented several MySQL databases. Wrote and deployed server-side APIs for all facets of gameplay. Worked closely with producers, artists, and senior engineers to make key decisions regarding game development, marketing, public relations, and pricing. Wrote and maintained documentation for all aspects of development and maintenance. Villain CEO and game producer had this to say about my work “without this we would not have seen the success we have in the Apple App Store. Can’t recommend him enough!”

iOS GAMES

Designed, developed, and deployed online play and matchmaking APIs for several other games for iOS.

OTHER PROJECTS AND CODE

Completed several other applications and websites for profit, charity, or fun. Visit <http://bsoi.st/projects/> for details.

Education

Bachelor of Science, 3.84 GPA Liberty University, Lynchburg, VA