

# Benjamin Sarsgard

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(443) 600-9480

Senior technology solutions architect with over 10 years of experience. Versatile areas of expertise range from AJAX web application development to core API and data model design. Skilled in planning, analysis and management of projects from inception to deployment, with a focus on application architecture, API programming, and systems integration.

## Core Competencies

Python/PHP web development & scripting	Solutions architecture
Java application & JSP enterprise	Team management
AJAX/AJAJ and Javascript web UI development	API development (UI and DAL)
MySQL/PostgreSQL/Oracle/MSSQL 2k & 2k5	Systems analysis
Microsoft .NET & ASP.NET, 1.1 & 2.0	Agile development techniques

## Experience – IT Professional

### **Vision Multimedia Technologies**, Baltimore, MD (2001-present) – *Senior Software Architect*

- Managing a team of 5 full-time programmers and several contractors, acting as a primary resource for project architecture and direction, as well as hands-on development.
- Designed and built a distributed social marketing tool using Python and Django which allows marketing professionals to post to sites such as Facebook and Twitter as their employees or partners, with a detailed click tracking and lead capture framework and full reporting suite.
- Developed and maintain critical medical & fire incident databases for the state of Maryland, including an XHTML- and CSS-based accessibility interface and AJAX control library.

### **Light Industries, Inc**, Millersville, MD (2003-2005) – *Senior Developer*

- Developed a Data Access Layer for the .NET language, using the abstract factory design pattern, which was reused company-wide for all .NET development.
- Developed a set of reusable data-bound web controls for Rapid Application Development.

### **Versient, Inc**, Hunt Valley, MD (2000-2001) – *Web Developer*

- Designed and developed an XML DOM wrapper API, to enhance functionality and usability.
- Created a series of server-side XML generation scripts and schemas, accessible by either: XSLT transformation, client parsing applications, or ASP script processing.

### **I-Team Resources, Inc**, Columbia, MD (1999-2000) – *Software Developer*

- Developed proof-of-concept work for traffic.com, using a JSP front-end and proprietary servlet back-end to control business logic.
- Created a cross-platform day trading application, using a Java/Swing front end, and a socket based server process for fast and efficient performance.

### **Basys, Inc**, Linthicum, MD (1997-1999) – *Software Developer*

- Supported and enhanced programming for benefit administration software in the UniBasic and Java programming languages, both in-house and on-site.

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## Experience – Open Source Development

### **Playa del Fuego, Inc**, Silver Spring, MD (2003-present) – *Online Ticket Sales & Entry Scanner*

- Wrote and maintain a ticket sales system capable of handling over 1,000 simultaneous reservation and payment processing requests, and delivering the user a barcoded confirmation.
- Emphasis on speed and light-weight architecture to allow heavy volume on a shared host.
- Developed a ticket scanning station application in Python, capable of running on any OS and using a basic HID interface to work via keyboard, touch screen, or barcode scanner.

### **ATZ OK**, Baltimore, MD (2007-present) – *Personal Projects*

- Demon Keeper (2009): For a 30-day game programming challenge, created an isometric sprite-based builder RTS in the vein of *Dungeon Keeper*. Written with Python and Pygame, supports fully manipulable terrain and upgradeable combat units. Developed a specialized variation of the Dijkstra and A\* pathfinding algorithms to support multiple layered search nodes.
- ZedZed (2008): Created a Zombie survival RPG set in an infinitely expandable world, using Python and Pygame. Built a full suite of procedural map generation routines for urban and suburban environments.

### **jEdit: Open Source Programmer's Text Editor** (2001-2003)

- Created a 100% Java CVS versioning plugin, independent of any underlying command line programs or environment, capable of handling commits and updates of open buffers.

## Experience – Other

### **Firaxis, Inc**, Hunt Valley, MD (2001-2007) – *Tester, Programmer*

- Play tester for Sid Meier's Civilization III: Conquests, Civilization III: Play the World, Civilization IV, Civilization IV: Warlords, and Civilization IV: Beyond the Sword.
- Programmed procedural world generation routines in python for Civilization IV: Beyond the Sword, to simulate an Earth-like hemispherical divide.

### **Black Rock City, LLC**, San Francisco, CA (2005-present) – *Burning Man Regional Contact*

- Serving as a year-round contact for Burning Man and related events in the Baltimore area, and a liaison between the Burning Man staff and regional concerns.
- On-site team management and coordination of center-camp facilities, such as Culture Lab: a collaborative and interactive experience with the Regional Network, Black Rock Arts Foundation, Burners Without Borders, and Black Rock Solar.
- Meet annually at headquarters to develop strategies for how Burning Man can play a role in both global and local communities.

### **Playa del Fuego, Inc**, Silver Spring, MD (2003-present) – *Director, Ticket and Gate Manager*

- Serve on the board of directors for Playa del Fuego, a bi-annual non-profit community event.
- Coordinate with other community organizations and events, such as The Art of Change, an inaugural celebration of DC's creative communities, in 2009.
- Participate in long-term planning for the event as a means of promoting art and radical expression in the Mid-Atlantic region.