Evan Goddard

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https://evan-goddard.github.io/eg-portfolio/

SUMMARY

Software Developer with 4+ years of hands-on experience delivering end-to-end software solutions in manufacturing settings. Skilled in C#, .NET Core, WPF, SQL, and ERP systems, with a strong track record of owning and delivering projects independently while effectively collaborating across departments. Passionate about streamlining workflows and improving systems through thoughtful, iterative development and team collaboration.

WORK EXPERIENCE

Sales Coordinator and Fishbowl ERP Administrator

Rogue Truck Body LLC | 01/2024 - Present

- Improved and standardized order intake processes, reducing follow-up questions by up to 100% (from 10-15 to 0-2 per week), saving the company thousands of dollars in labor and increasing efficiency and communications across sales and production teams.
- Developed custom reports using SQL, ODBC, and REST APIs to extend Fishbowl ERP functionality. Most notably built a roll-up BOM cost report that updated cost fields, enabling the company to accurately visualize true part costs and make data-driven decisions for scaling operations.
- Created and maintained fabricated parts in Fishbowl, including part numbers, descriptions, and BOMs. Collaborated with engineering and production teams to ensure accuracy with actual use cases.

WPF Full Stack Developer

Rogue Truck Body LLC | 06/2022 - 01/2024

- Designed and developed six WPF applications in partnership with cross-functional departments. While the system was later shelved due to leadership changes, the project highlighted my full-stack development expertise and collaborative execution.
- The applications were intended to automate and streamline processes across departments, aiming to significantly reduce manual tasks and free up time for higher-value business operations.
- Utilized Microsoft Access and SQL Server to manage application data. Built a C# API to streamline SQL queries, improving efficiency and maintainability across the application suite.
- Followed the MVVM design pattern to ensure scalable, maintainable code and clear separation of UI and business logic across all WPF applications.
- Designed and currently manage the company website built on Wix, overseeing form submissions and customer requests by delegating tasks to appropriate teams, ensuring timely and efficient service.

PLC and HMI Programmer

Quantum Innovations | 06/2021 - 06/2022

- Independently mastered legacy PLC and HMI programming tools and effectively troubleshot multiple machines, supporting both in-house engineers and customers to minimize downtime and fix issues.
- Overhauled the UI/UX of a key machine interface, improving design consistency and user accessibility. Refactored code to increase stability and added new features, including variable belt speed control for precise timed lens curing applications.

EDUCATION

- **Bachelor's Degree** | Game Design | Southern New Hampshire University
- **Associate's Degree** | General Studies | Rogue Community College

PROJECTS

Project Developer *(Personal Project)*

Voly - Full Control Over the Windows Volume Mixer

Tech Stack: C#, WPF, .NET Core, Github | [*https://github.com/BattleFrog99/Voly-Releases*](https://github.com/BattleFrog99/Voly-Releases)

- Developed a desktop application that provides enhanced control over the Windows Volume Mixer, allowing users to adjust the volume or mute status of any application, input device, or output device.
- Implemented customizable, system-wide hotkeys for immediate control which can be used when the app is minimized.
- Implemented an auto-update feature using Velopack to deliver new releases without requiring manual downloads.
- Designed custom WPF controls that support real-time, fully customizable color schemes for personalized user theming.