

Michael W. Hartman

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S K I L L S	Systems Architecture, Game-Design, Project/Team Management C#, C++, C, WPF, MVVM, Agile, Monodroid, .NET, Winforms, DirectX/3D, Java, Javascript, PHP, HTML, T-SQL, MySql, TCP/UDP Sockets, Embedded Devices (AVR, PIC), Web Services, JSON, AJAX, RSA & 3DES Encryption, Codecs, .Net Compact/Netduino, Monotouch, GDI+, ASP.NET, CSS,
	Visual Studio, Eclipse, BugZilla, SmartSVN, AnkhSVN, GIT, Photoshop, Expression Blend, GCC, MPLab 8/X, Xamarin-Mono, Rally, Dreamweaver, WinMerge, Notepad++, LINQpad, Fiddler, FireBug, SQLServer
PLATF O R M S	
Windows, Windows CE, Android, XP Embedded, Linux, Embedded Devices	

More details and some examples of my work at: <http://www.extrastrength.com/resume>

Personal History

When I was 12 years old, I saw another kid playing a game at a store in the mall. It was on a computer being displayed at the front, and it looked a lot like the arcade game Berzerk. He invited me to play with him, and after a while, he made a statement that changed my life. He said, "My Dad wrote this game". I was shocked, I didn't realize that was "a thing". I could actually do that!? I spent the next 6 months going back to that computer store every day after school. Reading the books, and learning to write code until my Mom finally scraped together enough money to buy a cheap computer for me. I had found my calling.

Over the years, I have gained an enormous amount of experience designing, building and completing complex products, and I am sure that my knowledge and skills can benefit the most demanding of positions.

I am an innovative and results-driven leader focused on exceptional results in a highly competitive business. I am well versed and experienced in all aspects of software engineering, product development, process improvement and optimization. I am extremely comfortable in pressure situations, customer relationships, and time sensitive, mission critical product deliveries.

I get it done right, on time and enjoy every second of it.

Work Experience

July 2011 - Current

Founder, CTO, Software Engineer

Bingonomics Corporation – Reno, NV

Since Bingonomics is a small self-funded startup (myself +2), I wear many hats, but as the only engineer, my primary duties are to design and implement the product line for the company. I have developed an extensive bingo hall management system including games, point of sale, reporting and integration into the existing facilities equipment. At Bingonomics I designed a portable device that utilizes off-the-shelf, low cost Android based tablets repackaged into a custom case and charging solution. By doing this, we cut the cost of typical devices by over 50% while improving the players experience.

Technical Skills & Tools

C#,WPF,Android,Xamarin-Mono,Winforms,Monodroid,C++,MVVM,T-SQL,TCP/UDP,Embedded C, Java, LINQ, LINQtoSQL, Javascript,HTML, PHP, DirectShow, Visual Studio 2012,Xamarin Studio, SQLServer, Eclipse, MPLab-X, SVN, GIT, Bugzilla, WinMerge

June 1996-July 2011

Senior Software Engineer, Director of Engineering

GameTech International, Inc – Reno, NV

During my 14 years of experience at GameTech, I was a key member of the engineering and product development process. Systems that I developed and architected, generated almost all of the company's revenue during that time, which averaged almost \$40 million per year during my time there. This included over 10 different games for the Bingo market, 6 custom hand held game devices for the Bingo and Casino markets. Over 30 different Keno, poker and slot games, 3 different casino (slot/keno/poker) cabinets.

Whether from an architectural role, or actual implementation, my core competence has always been software development and engineering. I kept my technical skills up to date, and I always enjoyed teaching and learning from my engineers.

Technical Skills & Tools

Agile, Scrum, C#,WPF,MVVM, C++,C,MFC,Winforms,Direct3D, DirectDraw, DirectShow T-SQL,TCP/UDP,Embedded C, Javascript,HTML,XP Embedded, MS-DOS, Z-80/Rabbit, Codebase Visual Studio, SoftTools C, SQLServer, MP-Lab 8, MS-Project, Rally, Rational Rose, SVN, SourceSafe, TestTrack, FoxPro, DOS/4GW, PIC-C, CodeWarrior

January 1996 - June 1996

Senior Software Engineer

Multimedia Games, Inc – Thornton, CO

In the 6 months I worked at Multimedia games I was a key member of the development team responsible for producing the first electronic gaming product for

the company. In this short period of time our team designed, developed and deployed a linked electronic bingo product placed in 10 tribal locations in Oklahoma. This product was the flagship that allowed the company to transition from a satellite bingo operator into a game and content developer. In 6 months, we took the product from conception to the field, and installed in over a dozen tribal bingo halls in Oklahoma

Technical Skills & Tools: C, C++, FoxPro, ODBC, WinGDI, Java, HTML, Javascript, MS-DOS, CodeBase, x86 Assembly, Visual C 6.0, FoxPro, DOS/4GW, SourceSafe, Watcom C/C++

1992 – 1996

Senior Software Engineer, Product Manager

Video King Gaming Systems - Littleton, CO

When I was hired at Bingo King as a software engineer, it was my first exposure to the casino gaming industry. I quickly worked my way up and soon became the lead engineer and product

manager for a ground breaking, networked cashless gaming system that was installed and operational in the top 3 bingo halls in the country (Foxwoods, Potawatomi, and Creek Nation Tulsa) and 2 of the largest gaming facilities in Canada operated by the Manitoba Lotteries.

Technical Skills & Tools: C/C++, Embedded, 68000 Assembly, TI-34010/20, x86 Assembly, Windows 3.1 API, MS-DOS, OS/9, Customized Graphics Routines, RS-485, Serial Communications. Visual C, SourceSafe, Borland C++

1989 – 1992

Senior Software Engineer, Software Manager

Progressive Peripherals – Denver, CO

At PP&S I developed software and firmware for a wide range of products ranging from graphical applications, SCSI controllers, video processing, modems, and tape backup systems. I managed a

small team of 7 engineers as well as developed over 8 different products during a 3 1/2 year period. Programming was done primarily in C with some 68000 assembly, and everything was written for the *late* Commodore Amiga computer system.

1985 – 1989

Programmer, Founder

Cryogenic Software

A friend and I started this company when we were still in high school. We had made a pact that we would never work for anyone else but ourselves. Although this didn't pan out, the experience I gained starting a software company has

been invaluable in understanding the "real life" aspects of software engineering and products that make money. Besides, we thought the name was cool. We developed a uniquely groundbreaking 3D modeling application for the Amiga computer. At the time, there was no 3D accelerated hardware, and no real building blocks to start from. Everything was done from the ground up, and we were successful in producing a very nice product that produced incredibly realistic models and renderings and made this available at a very low cost for the time.