

# TRES SIMS

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## PROFESSIONAL SUMMARY

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A motivated and detail-oriented IT Specialist with a strong background in systems administration, technology management, troubleshooting, and computer programming. An eager learner who thrives in environments where understanding and implementing cutting edge solutions is critical. Possesses strong problem-solving, analytical, and communication skills, with the ability to work effectively in collaborative environments. Strong research skills, with the ability to create action plans and thorough documentation. Eager to learn and grow while enhancing the quality of IT products and services.

## PROFESSIONAL EXPERIENCE

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### Digital Anatomy Simulations for Healthcare

**Orlando, FL, USA**

*IT Specialist*

*February 2020 - March 2024*

- Administered company cloud infrastructure on AWS and self-hosted Ubuntu systems, deploying applications with Docker, running updates, and writing shell scripts for automatic backups ensuring resource confidentiality, integrity, and availability.
- Managed DNS rules for company domains using Google Domains, including setting DMARC rules and DNS records to ensure efficient email delivery and website access with minimal errors.
- Configured user accounts and permissions using Google Workplace for Business, including registering new employees, setting up computer accounts, and ensuring proper RBAC for all levels of team members.
- Integrated WooCommerce / WordPress e-commerce platform with Monday.com project management software using Zapier to automate task creation, ensuring minimal time between order placement and production.
- Developed, tested, and deployed a web application integrating engineering software with a website for interactive preview and customizing of 3D printed parts including a integrating S3 caching, SQL storage and cross platform React UI to create a complete experience
- Organized the planning and development of a front-end for an internal employee help request form, utilizing ReactJS and GraphQL to seamlessly integrate with the Monday.com back-end, resulting in streamlined request processing and improved operational efficiency.
- Programmed 3D printing workflow automation and quality assurance tools using Python. These tools streamlined our business processes, resulting in increased development efficiency.
- Developed Python plugins for 3D Slicer to create Virtual Surgical Planning tools, enabling the accurate design and 3D printing of prototype surgical guides. These tools optimized the pre-surgical planning process, improving the precision and efficiency of dental procedures.
- Designed high-precision tools for designing 3D prints for medical products and prototypes using Polyjet, SLA, and FDM technologies, leveraging python inside of OnShape CAD and other Surface modeling tools to create workflows tools that consistently resulted in accurate and high-quality models.
- Created mobile applications using Java and Android Studio to communicate via Bluetooth with embedded systems in 3D-printed devices, enhancing the speed and accuracy of patient measurements.
- Created VR (Oculus Quest) and AR (Microsoft HoloLens) prototypes for interactive education solutions for doctors. Leveraged C++ and Blueprints within Unreal Engine to enhance realism. This development aimed to improve critical retention of lifesaving procedures, resulting in more effective training for medical professionals.
- Set up 8000 sqft company office network infrastructure including coordinating IT service contract with Spectrum Internet, setting up routers and modems for employee and guest networks, and implementing VPN services to allow remote connections to office network.
- Provisioned Windows and Linux desktop devices, and including installing software, configuring accounts, and defining permissions ensuring a smooth device intake and deployment process.
- Personally resolved all technical support tickets, including software and network troubleshooting, hardware repair, and printer maintenance. Provided prompt resolution of technical issues, while providing guidance and mentorship to users, ensuring that all issues were logged, supervised, and resolved effectively.

### Independent

**Charleston, SC, USA**

*Freelancer*

*April 2019 - Present*

- Installed a self-hosted virtualization server in a home network including terminating cat5/6 cables, installing Proxmox OS on Dell PowerEdge and PowerVault hardware, and configuring Virtual Machines to provide a staging and testing environments for ongoing projects.
- Orchestrated Docker deployments on an Ubuntu server, overseeing custom container registry setups, web application deployments, and SQL server configurations to ensure optimized performance and security.
- Managed Unix/Linux servers and other cloud services on platforms such as AWS and Contabo, overseeing firewall configurations, implementing robust backup solutions using, orchestrated deploying containerized and bare metal software, and conducting regular software updates to uphold high availability and security standards.

- Led the development and deployment of an open-source link-shortening application. Utilized React for the front-end, Django for the back-end, and PostgreSQL for the database. This initiative aimed to provide a reliable solution for URL shortening, that users could deploy on their own system for enhanced privacy and customization.
- Developed CI/CD pipelines to improve the efficiency of multiple ongoing development projects. Implemented automated testing, building, and deployment using GitHub Actions.
- Designed and deployed customized WordPress websites for various clients, encompassing theme customization, web host management, and SQL server configuration to meet specific business requirements and enhance user experience.
- Engineered and installed a NAS device on a home network, and oversaw data backup of multiple TB of image files onto device.

### **John's Wizard Dungeon Game Dev Team**

**Orlando, FL, USA**

*Gameplay Software Engineer*

*January 2019 - April 2019*

- Led a multidisciplinary team in the development and release of an innovative VR game on Steam. Developed the project workflow, coordinated task assignments, managed timelines, and ensured project milestones were met. This leadership ensured a smooth development process, resulting in the successful and timely launch of a high-quality VR game.
- Spearheaded the overall design and implementation of a VR game, leveraging C++ and Unreal Engine Blueprints to create a seamless and immersive user experience. Focused on ensuring that the game's mechanics, graphics, and interactivity were of the highest quality, resulting in a compelling and engaging final product.
- Managed the integration of the game with Steam, ensuring compliance with platform requirements and optimizing the game's presence in the Steam store.

## **EDUCATION**

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### **University of Central Florida**

**August 2014 - April 2019**

*Bachelor's, Emerging Media, Computer Science Minor*

*GPA: 3.36*

- 2018 - Event Director, Game Dev Knights
- 2019 - Vice President, Game Dev Knights

## **CERTIFICATIONS**

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- Comp TIA Security + ce
- AWS Certified Cloud Practitioner