

# Anthony Tesija

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AnthonyTesija.com

## WORK EXPERIENCE:

### **Lead Software Engineer at TechSmith Corporation** - *May 2017 - December 2017*

- Successfully lead multiple sub teams that delivered high impact features.
- Responsible for estimating and organizing our work sprints to deliver functional slices of features on time.
- Reported progress and demoed features to our business and marketing teams.
- Trained interns and new members on our team.

### **Software Engineer at TechSmith Corporation** - *June 2013 - May 2017*

- User focused development for the screen capture and image editing program, Snagit.
- Developed the blur tool, video editing UI, magic wand tool, smart move tool, and rewrote all of the drawing tools to display with Direct2D for a tenfold speed improvement.
- Debugged and improved legacy software.
- Collaborated with user experience to modify features based on user feedback.
- Contributed to code quality through unit testing and code reviews.
- Automated repetitive or long tasks using python

### **Owner, Designer, and Developer at ATesh Games L.L.C.** - *August 2010 - Present*

- Started a business to create and sell games.
- Designed, developed, and released twenty plus games using frameworks and engines such as SDL, XNA, and Unity.
- Competed in the Michigan-wide Capital City Film Fest game jam winning audience choice and second place overall with a multiplayer battle game.
- Participated in four Wolverine Soft 48-hour game jams, placed first in one of them, and third in two of them.
- Collaborated with other developers and musicians for many of the games.
- Made Jettison, an Android and iOS game designed to be played with a single touch.
- Created the website JettisonGame.com using HTML and CSS to promote Jettison.

## EDUCATION:

### **University of Michigan** - *September 2009 - May 2013*

Computer Science B.S. with GPA 3.47

## PROFICIENT WITH:

C++, C#, Github, Git, Unity3D, Windows, Visual Studio, Debugging, Python