James R. Stelzer

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Summary of Accomplishments

- Inventor of several pending patent applications and three awarded patents. Software packages including these patented features are sold for a 30% premium.

- Improved a button based video game by converting it into a touch-screen based product. This product was the first of its kind in the tavern industry, literally creating a new trend. Merit's sales and profits soared when this product was introduced to the market.

- As the lead developer, I was instrumental in the rapid growth of Merit Industries by creating products that drove sales. In my first five years, Merit Industries grew from ten million dollars to seventy million dollars in sales.

- By developing the right relationships with colleges, recruiters and with a clear understanding of required skills and fiscal constraints, I was able to build a top notch software development team to meet the department's expanding needs.

- By keeping the end users' experience as a focal point and working with touch-screen vendors to improve their products, I was able to assist Merit in positioning itself as an industry leading innovator.

- Excellent track record of maintaining product release schedules. Under my leadership Merit released Software twice a year.

Professional Experience

Mastermind-design Contract	2013-Present

- Using Windows Forms, C#, C++, .Net 4.0, I developed a PC application that is tools for learning to play the guitar. The app imports most video formats and allows the user to control Playback tempo, Pitch, Zoom, as well as set loop points. The application also uses an external foot peddle that has 8 buttons and 7 LEDS. The foot peddle uses a micro controller which is coded in C++. Future revisions on the controller will offer Bluetooth functionality to allow it to wireless work with any Bluetooth enabled PC.

Independent Work	2011-2013

- Using Windows Forms, C#, C++, .Net 4.0, and OpenGL, I developed 100% of the software for a 5 card draw poker machine. My partner is developing the Hardware. This machine has 3 poker games, Menu system, Owner accounting system, Odds controls, and touchscreen support. I also developed the software for an I.O. board that controls Bill validators, Coin validators, buttons, light controls as well as hardware copy protection. This product utilizes 2 displays and is comparable to multi-game units that are frequently seen in casinos. The software is ready for field test and is just awaiting the hardware cabinet to be completed.

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Horvath contract	2010-2011

- Using Windows Forms, C#, .Net 4.0, and OpenGL, developed graphic engine for a skill based gaming terminal including input system, collision detection and a table driven OpenGL animation engine.

C2Ideas Contract   2010-2011
- Using Windows Forms, C#, and .Net 4.0, enhanced proof of concept to field test prototype to include money input system, machine bookkeeping, copy protection and expanded game content.

C2Ideas Contract   2010-2011
- Using Windows Forms, C#, and .Net 4.0, developed early proof of concept for an entertainment terminal which including game logic, GUI and sounds.

Merit Industries

Vice President, Software Development   *1999-2009*
- Managed a staff of fifteen software developers, four graphic artists, and the QA Department of nine.
- Coordinated interdepartmental efforts between Software, Electrical Design and Production Departments.
- Negotiated contracts and managed subcontractors in Chicago and India.
- Responsible for the intellectual property (patent, trademark, and copyright filings).
- Worked with suppliers regarding component requirements, pricing and warranties.
- Worked with international customers to customize products specifically for their market needs. Integrated product requirements into the development plan.
- Transitioned software copy protection tools to new platform products.
- Using C++, Coded an application module for new platform product.
- Researched and recommended new technologies for product development.

Senior Software Engineer   *1996-1999*
- Implemented a multi-language system that allowed Merit to enter three international markets.
- Supervised architectural design.
- Designed and developed proprietary software copy protection system and implemented both the client side and production tools.
- Investigated and advised on a new technology platform.
- Using C, Z80 and 8088 assembler, Created system tools (QA tools, and Software Development art tools).

Software Engineer   *1993-1995*
- Z80 assembly engineer for proprietary multi-game system.
- Revitalized an outdated product with new applications and expanded the product beyond it previous capabilities.

NuFX
Software Engineer   *1991-1992*
- Developed two games for home consol units.
    - Atari Lynx –Eye of the Beholder. (6502 Assembly)
    - Sega Game Gear – Surf Ninja's. (Z80 assembly)

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Applicable Skills

- Proficient in .Net 4.0, C#, C, Visual Studio, Windows Forms, OpenGL, 6502, 8088, Z80, Basic, Pascal, SQL

References available upon request.