

Jeff Pascale

Arlington Heights, IL

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PROFESSIONAL SUMMARY

Software developer with 20+ years of experience building interactive applications, games, web applications, and custom software solutions. Strong background in C# and Unity development, with additional experience in ASP.NET/.NET, JavaScript, SQL, PHP, and cross-platform application development. Experienced working throughout the development lifecycle, from translating project requirements into working software through testing, deployment, maintenance, and ongoing support. Currently expanding modern .NET and web development skills and interested in contributing that experience as part of a collaborative software development team.

TECHNICAL SKILLS

Languages

C#, JavaScript, PHP, SQL, Dart

Frameworks & Platforms

.NET, ASP.NET Core, ASP.NET, Blazor, Entity Framework Core, LINQ, Unity, Flutter, WordPress

Web Technologies

RESTful APIs, HTTP, JSON, OpenAPI, Scalar, HTML5, CSS3, responsive web development

Databases

SQL Server, MySQL, Firebase

Tools

Visual Studio, Git, GitHub, Azure DevOps, Unity Editor, AI-assisted development (Claude, Codex)

PROFESSIONAL EXPERIENCE

Independent Software Developer

J++ Tech — Arlington Heights, IL

2024 – Present

- Develop custom C# and Unity applications, interactive games, and real-time interactive experiences for commercial, educational, and exhibit-based projects.
- Develop depth-camera and motion-tracking applications using camera/sensor input and body tracking for interactive floor-projection experiences.
- Implement logic, UI/UX, user interactions, interactive systems, animation, audio, visual effects, and other features from static designs and project requirements.
- Develop and support cross-platform mobile applications using Flutter and Dart, including deployment and updates for iOS and Android.
- Develop and maintain responsive business websites using WordPress, PHP, JavaScript, HTML, CSS, and SQL.
- Develop and maintain a web-based software licensing system for Unity applications using PHP, HTTP endpoints, JSON, request validation, and client-server communication.
- Manage independent client projects from requirements and development through testing, deployment, maintenance, and ongoing support.

Software Developer

Siena Digital — Rolling Meadows, IL
2010 – 2024

- Designed and developed C# and Unity applications for interactive exhibits, educational experiences, games, and commercial projects.
- Built interactive applications incorporating touchscreen interfaces, motion tracking, augmented reality (AR), animation, video, and other multimedia technologies.
- Developed and deployed cross-platform applications for Windows, macOS, iOS, and Android.
- Developed web applications and database-driven systems using ASP.NET, JavaScript, PHP, SQL Server, and MySQL.
- Maintained and enhanced production applications throughout their lifecycle, including troubleshooting, bug fixes, feature updates, and compatibility changes.
- Collaborated closely with graphic designers, 3D artists, project managers, clients, and other team members throughout the development lifecycle.

Multimedia Developer / Programmer

MindSight — Schaumburg, IL
2003 – 2010

- Developed interactive e-learning systems for Fortune 500 corporate training programs.
- Built multimedia-driven web applications integrating Flash, JavaScript, ASP.NET, and SQL.
- Created SCORM-compliant training modules and learning platforms.
- Designed and produced video training materials and multimedia content for corporate clients.

Graduate Teaching Assistant / Computer Science Tutor

Southern Illinois University — Carbondale, IL
2000 – 2002

- Assisted in teaching object-oriented programming and computer science fundamentals.
- Tutored students in programming, algorithms, and discrete mathematics.

EDUCATION

Master of Science, Computer Science

Southern Illinois University — 2002

Bachelor of Arts, Psychology

Southern Illinois University — 2000

Magna Cum Laude