Brock F. Blazzard

COMPUTER INFOMATION TECHNOLOGY

brockblazzard@gmail.com
https://brockblaze.github.io/
https://brockblaze.itch.io/

Seeking opportunities within an enterprise where I can add value given my experience in information technology. Experience working within the information technology field with operating systems, home networking, pc repair and analysis, pc security, mobile phone repairs, and upgrades, website design and development, and consumer electronics hardware. Developing applications and games in Unity and Visual Studios Code in various programming languages.

EXPERIENCE:

Nebo School District - *Trustlands Technician / ACC Technician*

September 2020- Present

- Administered acadience testing to students, and taught specialized lessons to select student groups.
- Taught and helped in a Special Needs Classroom.

Provo Canyon Behavioral Hospital - *Care Specialist*

May 2017 to May 2020

- Provide care for patients in a high-stress environment requiring patience and procedural rigor—patient monitoring of vital signs including blood glucose levels.

Web Developer

September 2014 - Present

- Self Employed, I have updated and maintained many websites—experience in writing both front-end and back-end for a variety of sites.
- Product Pages and Database Management of those.

Game Developer

September 2018 - Present

- Self Employed, and learned how to work in the Unity environment and C sharp. machine learning application in Unity
- Review my work at brockblaze.github.io/games and brockblaze.itch.io
- Sold my remake of Outlaws by Lucasarts on Itch.io

EDUCATION:

Brigham Young University - Idaho, Rexburg

September 2018 - July 2021

- B.S in Computer Information Technology

VOLUNTEER SERVICE:

Jan 2015 to Dec 2017 - Argentina Bahia Blanca Mission

- Served full-time, 7 days per week, as a representative of The Church of Jesus Christ of Latter-day Saints collaborating with local units and families in the Spanish language.