

Contact

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www.linkedin.com/in/court3d

(LinkedIn)

court3d.blogspot.com (Portfolio)

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Top Skills

HTML5

CSS

JavaScript

Certifications

Build Website UIs

Honors-Awards

Graduated with Honors

Courtney Tucker

Web Developer

El Cajon, California

Summary

Full Stack Web Developer, leveraging a background in retail and web management to build user friendly experiences for all users. Received an education in Game Art and Design from the Art Institute of California San Diego. Actively learning new skills through UCSD Full Stack Development Bootcamp, including HTML, CSS, Javascript, JQuery, Node.js, Express.js, SQL, and MongoDB.

Experience

Cash and Carry Furniture

13 years 2 months

Information Systems Manager

December 2018 - Present (1 year 3 months)

Greater San Diego Area

As the information systems manager, I have rapidly learned the RetailVantage POS software. After initial training provided by the software company, I can teach and advise all the employees about how to properly utilize it. I have helped to implement changes in current operating procedures if needed and to provide quality assurance. I have successfully helped to improve the company's workflow.

Web Content Manager

May 2015 - Present (4 years 10 months)

Greater San Diego Area

I am solely responsible for managing and maintaining our e-commerce site. I use software such as Photoshop to quickly and efficiently create and maintain images for over 3,000 products.

Software/Programs/Languages Used:

-BigCommerce

-Photoshop

-HTML/CSS/Javascript

Skills Utilized

- Graphic Design
- Attention to Detail
- Coding/Scripting
- Excellent Communication
- Critical Thinking and Problem Solving

Office Assistant/Data Entry Specialist/Data Analyst
January 2007 - Present (13 years 2 months)

Process customer invoices and manage the filing system.

Organize and sort merchandise invoices

Receive merchandise on dock, tag all items accurately and enter items in computer

Collect data from Point of Sales System and generate accurate Sales Reports

Review computer generated reports to ensure the accuracy of data

Develop a database system to track merchandise received and merchandise paid

Sales Associate Trainee
July 2016 - January 2018 (1 year 7 months)

I'm currently training to become a sales associate in the retail furniture industry. I love helping customers find that perfect piece. It's like a treasure hunt. I look forward to learning the business and improving customer service.

Skills Used:

- Customer Service
- Multi-tasking
- Communication
- Problem Solving
- Good listener
- Fast learner

CT Video Editing (Client: Educate For Life)
5 years 6 months

Youtube Video Editor and Podcast Creator
January 2016 - Present (4 years 2 months)
Greater San Diego Area

I have created over 160 Youtube ready videos for my client, Educate For Life. I utilize the Screenflow software to sync up the production audio with the video and perform any other edits that my client wants. I create podcast audio that

accompanies the Youtube video and it gets posted on iTunes, TuneIn, and many other podcast platforms.

Powerpoint Presentation Re-designer and Video Editor
September 2014 - January 2016 (1 year 5 months)

- *Unify the Layout and Design of Multiple Power Point Presentations
- *Prepare each presentation according to a style guide
- *Upload presentations to file share system for use in online video classes
- *Edit videos of presentation and presenter for use on Udemy.com
- Sync audio with video
- Edit video in Screenflow to fit time requirements
- Export and Upload videos to online platform
- Keep all files well organized

Glacier studios
Environment and Prop Artist
February 2014 - September 2014 (8 months)
Virtual

Involved in all aspects of creating 3D Prop and Environment Assets.

Racket Games
Artist
August 2013 - January 2014 (6 months)
Create concepts, mock-ups, and various art assets.

The Art Institute of California, A College of Argosy University
Student
July 2010 - June 2013 (3 years)
Worked on various group and individual projects. Modeled, unwrapped, and textured game ready assets using 3DS Max, Maya, Zbrush, Photoshop, and UDK.

Sony Online Entertainment
Internship - Environment Artist
October 2012 - December 2012 (3 months)
Greater San Diego Area
Interned for the Clone Wars Adventures team where I created many assets that have been released in-game.

Education

The Art Institute of California-San Diego

Bachelor of Science (B.S.), Game Art and Design · (2010 - 2013)

Additional Creative Education

· (2011 - 2011)

San Diego State University-California State University

Computer Science · (2008 - 2010)

University of California San Diego

Full Stack Web Development Bootcamp, Web Development · (2019)