

# Denzale Tyree Houston

## My Info

Mesa, AZ 85208

(480) 514-8630

[denzalethouston@gmail.com](mailto:denzalethouston@gmail.com)

## Background

I am on the road to become a Full-Stack Web Developer. I am currently taught HTML, CSS, Javascript, JQuery, Node.JS, Git, Command, and Ajax. I'm currently enrolled in the University of Arizona Full-Stack Web Development Program.

## Projects

Comic Clash:

[https://alligatormonday.github.io/team\\_ghost/](https://alligatormonday.github.io/team_ghost/)

[https://github.com/alligatormonday/team\\_ghost.git](https://github.com/alligatormonday/team_ghost.git)

With a team of four, we built a web application that compares and contrasts Marvel Superhero's attributes. We built this front-end webpage using the Materialize framework. We used two APIs: SuperHero API and the Marvel API.

## EXPERIENCE

### Banner Gateway Medical Center, 1900 N Higley Rd — Transporter

July 2018 - Currently

- My position at Banner Gateway is to transport patients throughout the hospital.
- I would have full responsibility for that patient until they reached their destination or back to their room.
- I would also transport specimens, equipment, and instruments.
- I am CPR certified.
- As a transporter making quick decisions and taking leadership actions are necessary requirements.

## EDUCATION

### Web Development Bootcamp Certificate: University of Arizona — Tucson AZ

A 6-month career-ready web development program that focuses on the technical skills to become a full-stack web developer. This class goes over HTML5, CSS3, Bootstrap 4, Javascript, jQuery, Node.js, MySQL & ReactJS.

## Links

Gmail:[denzalethouston@gmail.com](mailto:denzalethouston@gmail.com)

Linkedin:<https://www.linkedin.com/in/denzale-houston-a36a971b2/>

Portfolio:<https://denzale.github.io/DenzaleHouston.github.io/>

## TECHNICAL SKILLS

HTML5

CSS3

Bootstrap 4

Materialize

Git

GitHub

JavaScript

jQuery

JSON

Node.js

## Activities

- Building Computers
- Video Games
- Learning Instruments
- Drawing/Painting

