Frantz Felix

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Summary

Thorough, detail oriented IT professional seeking entry level Full-Stack Web Developer position to collaborate with an innovative team in a forward moving company.

Skills

- Proficient in C, C++ and JS Programming Languages
- Conversant with C#/Java and Unity Game Engine
- Public Speaking skills acquired through Career Masters Toastmasters
- Knowledgeable with AutoDesk Inventor, Softimage, Maya and Zbrush
- Experienced with 3D Printing Technologies FDM and SLA
- Competent using GitHub
- Basic 3D Modeling, Rigging and Animation

Experience

COMPUTER PROGRAMMER | 01/2019 to 07/2019
CodeStream Studios LLC - DALLAS, TEXAS

- Working on front end development components using Vue.JS frame work.
- Adding unit testing to existing code base and implementing my own using Jest.

Education and Training

RUTGERS UNIVERSITY | BACHELOR of SCIENCE | COMPUTER SCIENCE, 2017 | [3.23] GPA
Major in [COMPUTER SCIENCE]
Minor in [ANIMATION]
Dean's List Honoree [SPRING, 2016]
Relevant Courses:

C++ Classes and Data Structures	Parallel and Distributed Systems	Linear Algebra
C and Unix	Design and Analysis of Algorithms	Discrete Mathematics
Software Engineering	Assembly and Machine Language	Computer Networking
Operating Systems		

UNIVERSITY OF WASHINGTON FULL-STACK WEB DEVELOPMENT BOOTCAMP | 11/2019 to Current
Working with other aspiring developers in a collaborative environment to strengthen soft skills and complete projects that challenged my skill set.
Technologies used: HTML,CSS,JS, Bootstrap, Jquery, Jest, Node.js, Express, MYSQL, Sequelize, Heroku, handlebars.
More technologies and group projects as the course progresses.

COLLABORATIONS AND PROJECTS

DigiPen's Find the Kind Game Jam w/iThrive Games
Programmer/Artist, September 7-9/2018
o Worked as programmer and artist using Unity Game Engine and Piskel
o Implemented main menu UI
o Incorporated various art and music assets into prototype

RC Game Club Co-founder
Programmer, September 2015 - January 2016
o Co-founded student run game studio with team of Animators and Programmers
o Worked as programmer and designer using Unity Game Engine
o Implemented puzzle and platforming game mechanics on project
o Finished prototype of Puzzle Platformer

"Parkit" Web Application Development
UI Programmer/Designer & Documentation Manager, September 2016 - December 2016
o Developed parking garage management application that kept track of which spots were available
o Designed and implemented GUI for both owner of parking garage and driver of car
o Collaborated with team to create the final application from each individual contributor
o Delegated tasks to other programmers using Trello and took on leadership role in project
o Maintained different versions of requirement documentation for the application