**Frantz Felix**

1419 E Denny Way, Seattle, WA 98122 | H: 856-383-9440

E: frantz.c.felix@gmail.com |G: github.com/FrantzCFelix

# 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 C and Unix  Software Engineering Operating Systems | Parallel and Distributed Systems  Design and Analysis of Algorithms  Assembly and Machine Language | Linear Algebra  Discrete Mathematics  Computer Networking |

**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

* Worked as programmer and artist using Unity Game Engine and Piskel
* Implemented main menu UI
* Incorporated various art and music assets into prototype

## RC Game Club Co-founder

**Programmer, September 2015 - January 2016**

* Co-founded student run game studio with team of Animators and Programmers
* Worked as programmer and designer using Unity Game Engine
* Implemented puzzle and platforming game mechanics on project
* Finished prototype of Puzzle Platformer

## “Parkit” Web Application Development

**UI Programmer/Designer & Documentation Manager, September 2016 - December 2016**

* Developed parking garage management application that kept track of which spots were available
* Designed and implemented GUI for both owner of parking garage and driver of car
* Collaborated with team to create the final application from each individual contributor
* Delegated tasks to other programmers using Trello and took on leadership role in project
* Maintained different versions of requirement documentation for the application