Graham Thomas

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EDUCATION

University of Utah (June 2020)

- Full-stack Web Development Bootcamp

Brigham Young University (April 2018)

- Bachelor of Studio Arts Degree

SKILLS

- HTML
- JavaScript
- CSS
- React
- Git
- NodeJS
- Handlebars
- Firebase
- MySQL
- Bootstrap
- MongoDB
- Mongoose
- Sequelize
- Express
- Jquery
- Ajax
- Adobe Cloud
- GIS
- Sketchup
- Blender

EXPERIENCE

PRODUCTION/TESTING ANALYST: MARCH 2019 – OCTOBER 2019 GEOMNI-LEHI, UTAH

- Tested Geomni Software in order to ensure efficiency in production.
- Provided quality assurance for detailed models based on digital imagery.
- Collaborated with developers to test program functionality.
- Initiated an in-depth intersystem documentation process in order to increase the knowledge of the Testing Team.
- Utilized knowledge of processes to implement creative testing solution and workarounds.
- Coordinated with a testing team to resolve issues that were halting production.

OWNER OF ART STUDIO PRACTICE: APRIL 2018-CURRENT LEHI, UTAH

- Developed and articulated creative concepts.
- Used a variety of software such as adobe photoshop, adobe illustrator, adobe premier, Adobe Audition, Google Sketchup, and 3D scanning software to create pieces.
- Consistently planned and implemented new techniques daily in order to fulfill long term goals and aims.

DATA ENTRY SPECIALIST: APRIL 2012-SEPTEMBER 2014 LAKE CHELAN RECLAMATION DISTRICT-MANSON, WA

- Edited and refined digital maps using GIS.

- Learned and utilized a variety of programs include GIS, CAD, Microsoft Excel and billing software.

- Organized and updated the Reclamation District's GIS maps.

- Created and designed a map book using GIS to be used in the field by Reclamation Representatives.

- Communicated with coworkers regarding deadlines and project milestones.

- Completed data entry and database updates with a focus on accuracy and efficiency.