

# Bryan Christensen

*Seeking Software Development Position*

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## Education

- Dec, 2019 **B.S. Computer Science**, *Utah State University*, Logan, GPA – 3.55.  
RHA Area Council, Currently Attending
- May, 2016 **Associates of Arts**, *Snow College*, Ephraim, GPA – 3.8.  
First Class Honours

## Work Experience

- Sept, 2011 **Software Developer/Game Designer**, BC GAMES, South Jordan.
- Oct, 2018 Designed, Implemented, and Updated systems, websites, apps, and card/board games.  
Finished Projects:  
-<http://dsklawncare.com/> -<http://watthealth.com/>  
-<https://tinyurl.com/SpaceRace-BCGames>
- Aug, 2018 **Computer Science Tutor Lab Manager**, USU, Logan.
- Oct, 2018 Updated queue system for CS Tutor room. Supervised Tutors. Trained New Hires. Tutored computer science students in development principles, software creation, and debugging.
- Aug, 2017 **Computer Science Tutor**, USU, Logan.
- May, 2018 Tutored computer science students in development principles, software creation, and debugging practices.

## Technical Skills

- Intermediate JAVASCRIPT, POSTSCRIPT, NEWLISP, CMD, L<sup>A</sup>T<sub>E</sub>X, Adobe Photoshop
- Advanced JAVA, PYTHON, C++, GML, CSS3, HTML5, GIMP, Linux, Microsoft Suite

## Communication Skills

- 2017-Present Computer Science Tutor, Utah State University
- 2016 Game Development Instructor at SNOW CODE 2016, Snow College
- 2016 Substitute College French Teacher

## Volunteer Experience

- 2012-2014 French-Speaking Service Volunteer, Northern France
- 2011 Eagle Scout Project (Book Drive for Riverside Elementary School)

## Interests

- Programming - Creative Writing (*fiction*)