

Tom Stutler

Passionate leader, developer, learner, and gamer. Seeking challenges and creative solutions.

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Skills & Technologies

- C++
- Java
- Python
- HTML
- CSS
- React
- Redux
- Express
- Postgres
- SQL
- Javascript
- Passport
- Material-UI
- GitHub
- TechExcel DevSuite
- Atlassian Jira
- Agile Methodology
- Black-box Testing
- Unity Engine
- Unreal Engine
- Postico
- Postman
- Windows 10
- MacOS

Education

Prime Digital Academy

Full Stack Software Engineering Certification - Graduating Jan 2021

Minneapolis Community & Technical College

Mathematics A.S. - Graduated May 2018

Tech Experience

Prime Digital Academy

Full Stack Development Student, Aug 2020 - Jan 2021

Developing MadTofu's Marvelous Mastermind, an independent project in which Users can play the code breaking board game Mastermind in an browser environment and create a profile to track game history and compare ranks.

Technologies Used: HTML | CSS | Javascript | React | Redux | Passport | Express | Postgres | SQL | GitHub | OperaGX | Postico | Postman

- Formulated development solutions using industry best practices.
- Engineered web-based application, utilizing a multitude of front-end and back-end languages/frameworks.
- Fostered positive relations in a fast-paced team environment.

Activision Publishing Inc, Eden Priarie, MN

Senior QA Tester, Jun 2019 - Jun 2020

Worked on Call of Duty: Modern Warfare and Call of Duty: Warzone

Technologies Used: Atlassian Jira | TechExcel DevSuite | Xbox One Manager SDK | Playstation Neighborhood

- Organized and oversaw small to large teams in daily functional and manual testing procedures.
- Tracked and utilized performance metrics to increase productivity and efficiency.
- Encouraged personal and group growth to form cohesive and adaptive team ready for changing project needs.
- Identified and evaluated strengths and areas of improvement in individuals to develop talent.

QA Tester, Jun 2018 - Jun 2019

Worked on Call of Duty: Black Ops 4

Technologies Used: Atlassian Jira | TechExcel DevSuite

- Found and reported issues in a video game environment to help ensure a functional and polished product is delivered to the consumer.
- Provided feedback on game mechanics and design from the consumer perspective to help ensure a balanced and fun product is released to the consumer.
- Worked in fast-paced team environment and adapted to software changes and project needs.

Work History

T&K Franchise Group, Eagan, MN

Shift Supervisor, Feb 2017 - Aug 2017

- Encouraged teamwork to foster a positive and efficient work space.
- Ensured deadlines and goals are met in a fast paced environment
- Communicated with customers to deliver the highest quality product and experience.

Endeavor Air, Minneapolis, MN

Stores Lead, Jun 2013 - Aug 2014

- Coordinated with other company departments and bases to ensure timely maintenance of aircraft.
- Distributed tasks to personnel and provide assistance, or instruction in policy and procedure to new hires, to assure completion.
- Verified inventory computations by comparing them to physical counts of stock, and investigate discrepancies or adjust errors.

Stores Clerk, May 2012 - Jun 2013

- Issued and distributed materials, parts, and tools to maintenance staff based on information from incoming requisitions.
- Examined contents and compare with records, such as manifests, invoices, or orders, to verify accuracy of incoming or outgoing shipment.
- Prepared documents such as work orders, bills of lading, or shipping orders, to route materials.