

Michael Bennett

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EDUCATION

Western Governors University

Bachelor of Science in Software Engineering

Millcreek, UT

Spring 2023 – Expected Fall 2024

Ivy Tech Community College - Bloomington

Associate of Science in Computer Science

Bloomington, IN

Spring 2011 – Fall 2013

PAST WORK EXPERIENCE

Hospital Dispatcher

Indiana University Health Bloomington Hospital

Bloomington, IN

November 2021 – Present

- Receives and dispatches security calls to Officers within hospital based on priority of the request via two-way radio
- Receives and dispatches maintenance calls to correct Service Tech for requested area of service via two-way radio
- Schedule transportation for discharged patients to their appropriate requested facility or residence
- Create and submit reports to several databases for all calls placed to dispatch
- Monitors all security cameras encompassing the hospital and medical facilities within the surrounding area

Support Center Consultant

Indiana University - Bloomington

Bloomington, IN

May 2021 – May 2023

- Provided tier 1 technical assistance to students, parents, faculty, staff, alumni, and donors
- Provided support for desktop, mobile computing devices, and campus network devices
- Maintained records of all interactions with clients and escalated tickets to tier 2 when applicable

Unit Support Technician

Indiana University Health Bloomington Hospital

Bloomington, IN

March 2015 – December 2021

- Assisted nursing staff with direct patient care, some duties included turning patients, taking vitals, and toileting
- Provided information, directions, and other assistance to physicians, patients, families, customers, and vendors
- Was responsible for the ordering and receiving of equipment and supplies for the patient care team
- Maintained correct patient records by performing chart audits and deconstructing discharged patient charts
- Ensured a clean, safe, and orderly environment for patients and other staff members

SCHOOL PROJECTS

Interactive SVG Map | *HTML, CSS, Typescript, Angular, Node.js, Git*

October 2023

- Developed a webpage consisting of an embedded interactive SVG map of the world using Typescript in Angular
- Fetched data from the World Bank API via RxJS Observables in Angular
- Country information was returned via a click EventListener and displayed to the side of the map

Sketchit | *HTML, CSS, JavaScript, Git*

December 2023

- Developed a web-based pixel art sketching application using JavaScript, HTML, and CSS
- Grid canvas dynamically resizes, pulling dimension values from a slider the user can manipulate
- Users have access to multiple brushes and utensils to choose between that are activated via click EventListeners
- Users can sketch on the grid by clicking and dragging their mouse across the board with their selected utensil

Hangman Game | *Python, Git*

August 2023

- Developed a console-based simulation of the game Hangman using Python
- Player one enters a word to guess and a hint to go along with it using the console
- Player two enters their guess and the program iterates over the string uncovering matches with the inputted guess

TECHNICAL SKILLS

Languages: Java, Python, Typescript, HTML/CSS

Frameworks: Angular, Node.js

Developer Tools: Git, AWS (Certified Cloud Practitioner Cert.), VS Code

Libraries: RxJS

Relevant Coursework: Java Fundamentals, Javascript Programming, Front-End Web Development, Intro to Python, Data Structures and Algorithms