

Paul Racisz

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Entry Level Software Engineer

*Software Development Life Cycle (SDLC) | Computer Science | Mathematics | Software Engineering | Technical Documentation
Conflict Resolution | Stakeholder Engagement | Scrum Mastery | Technical Project Management | Customer Relations
JavaScript | React/Redux | Python | Django Web Framework | CSS | HTML5 | Material UI | GitHub | Gitlab | Trello*

Detail-oriented, self-motivated and loyal **Early Career Software Engineering Professional** with exposure to performance management, applications development, learning technologies and gaining a deep understanding of the software engineering discipline, architecture and challenges within the IT field. Methodical and pragmatic project specialist adept at complex problem solving, solution identification, best practice methodology execution, and emerging technology utilization. Capable of utilizing multiple software programs for software development. Resourceful team player and lifelong learner with a strong work ethic to enable on-time project deliverables under tremendous pressure and with stringent timelines. Proficient at solving code problems and developing and maintaining software applications to meet business needs. Dedicated to improving the platform and tool quality/stability to deliver enhanced software, improve the development process, and increase throughput and quality of delivered software. Results-focused time manager with tireless work ethic and a passion for computers/software seeking to leverage a background into an early career software engineering role for a progressive organization.

PROFESSIONAL DEVELOPMENT & AFFILIATION

Full-Stack Software Development Certification, Kenzie Academy/Butler University (in progress, October 2020)

High School Diploma, Anderson High School

Volunteer, Victory Gym Veteran's Health Club

KEY CONTRIBUTIONS

- Spearheaded multiple academia projects throughout the entire life cycle, including scoping, requirements gathering, client relations, leadership, conflict resolution, budgeting and updates to ensure on-time, within-budget completion.
- Completed a 12-month, project-based software engineer program focused on project-management, team building, GitHub implementation, hands-on coaching, and interactive instruction.
- Partnered with colleagues in a GitHub environment to create a JavaScript and CSS-based Connect 4 web app.
- Performed in an environment where multiple variants of the software code base are simultaneously being developed for different software feature sets and different hardware platforms.
- Gained knowledge of the full software life cycle of a complex product and all phases of SDLC for large scale, real-time, embedded applications.
- Collaborated with multi-cultural stakeholders to communicate insights for advancing shared organizational goals, including creating a Twitter clone and implementing user authentication, message posting, and a toggle-like system.
- Gained proficiency in both quantitative and qualitative mathematics/statistics to better align recommendations with goals.
- Acquired a blend of software engineering, business acumen, technological vision, technical academic-based project experience, and a commitment to team culture by focusing on continuous process improvement.
- Completed relevant Full-Stack Software Development certification coursework including **LIST OUT KEY COURSEWORK**.

PROFESSIONAL EXPERIENCE

Sales Team Member | Menards | 2019-Present

- Earned qualification in a major sales contest for sustaining perfect attendance, and ranked #2 on numerous occasions for product sales, and driving revenue gains each month including selling \$30K in product to a single customer.
- Delivered world-class, white-glove customer service via quality relationship cultivation and sales follow-up.
- Grew customer base by identifying needs to deliver relevant product solutions that achieve client budgets.
- Secured sales by providing recommendations to promote brand effectiveness, advertising and product benefits.
- Ensured supply met demand by monitoring inventory control and procuring products for optimal stock replenishment.
- Managed engaging merchandise, plan-o-grams and visual presentation to motivate impulse purchases.

PROJECTS

User Geolocation to Server Up Photos Taken Near The User: <https://paulracisz.gitlab.io/photos-from-here>

Connect 4 Web App Creation: <https://paulracisz.gitlab.io/connect-four>

Game of Chance Game Build: <https://paulracisz.gitlab.io/game-of-chance>

GitHub Twitter Clone Development: <https://github.com/Paulracisz/twitterclone>