

# Quincy Bush

<https://www.linkedin.com/in/quincy-bush/>  
<https://quincy-bush.github.io/Portfolio/>

A hardworking individual skilled in client based services as well as numerous programming languages and methodologies, determined to apply this value to a position ripe with the opportunity to further improve upon oneself in the pursuit of a successful career.

## WORK EXPERIENCE

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### Lumen Technologies

Enhanced Premise Technician

Minneapolis, Mn

May 2024–Nov 2024

- Responsible for **installing, operating, maintaining, testing and repairing both field and in-home network telecommunication equipment** for Lumen clientele.
- **Provided technical evaluations and delivered solutions needed to repair network infrastructure** with fiber optic/power tools, proprietary software, training and knowledge of network infrastructure.
- **Coordinated and processed reports and updates to inventory and customer records** via both microsoft office and proprietary software.
- Read, interpreted or created **consumer service orders, repair tickets, technical (i.e., mechanical, electrical, digital) drawings**, maps, blueprints, diagrams, etc., to perform specified work.
- Escalated higher tier technical and non-technical problems to end user support and related telecomm. services to repair or deliver network infrastructure.
- **Completed designated amount of work in a specified timeframe with a high degree of quality with minimal supervision**, adjusting work assignments or schedules to meet changing work-related priorities or demands.
- **Attended and participated in meetings regarding changes in BAU processes, regional analytics** and technician efficiency scoring.

### Transmission Music

Email & SMS Administrator

Remote,

Mar 2024–July 24

- **Created, analyzed and refined company email and SMS distributions** to meet company goals and standards as requested.
- **Used HTML, XML and plain script to create and/or redefine the structure, content, accessibility, and frequency of client-end services** such as emails, events, calendars and schedules, client and employee portal interfaces
- **Met directly with Transmission Music DJs and Administrators** to ensure quality standards and goals are met for emails and SMS sent to employees and clients from proprietary software DJ Event Planner.

### Surly Brewing Co

FOH Captain (Shift Leader\*)

Minneapolis,Mn

Aug 2021- Present

- **Train, lead, and work alongside confident and efficient front of house employees** to help provide nationally recognized service to our dining hall, pizza parlor, garden seating, sponsored events, caterings, concerts, and more .
- Ensure FOH employees follow BAU operations while providing service to customers and have the necessary equipment to complete tasks as they arise.
- **Help Facilitate communication across Surly, adapting to changes** to scheduling, menus, utilities and equipment.
- Help **provide solutions and quality assurance** to guests and coworkers across day to day operations in a fast-paced changing environment.
- Work with other captains and management to **coordinate changes to day to day and long term operations** between FOH & BOH.

## PROJECTS & PROGRAMS

### Interactive Portfolio

<https://quincy-bush.github.io/Interactive-Portfolio/>

Dec 2023-Present

- Created and maintaining an interactive portfolio that uses an engaging interactive graphics program to demonstrate my skills and experience in computer programming
- Currently serves to demonstrate my experience of various programming languages across past and present projects via the presentation of portfolio information.
- Uses HTML canvas and elements to create a user interface and an interactive scene environment. with packaging, styling, and scripting.
- Uses Json data objects to create or modify game objects that can have their interactivity programmed with Javascript.
- Uses Javascript to configure the interactive game environment, camera movement, and sprite animation, as well as expo.

### Interactive Computer Graphics

<https://quincy-bush.github.io/Portfolio/WebPages/IterativeGraphicsGames.html>

Sept 2023-Dec 2023

- Programmed numerous iterative and interactive computer graphics as requested for University of Minnesota coursework.
- Worked to demonstrate skills and experience in programming by coding in an unfamiliar language and being able to adapt and learn quickly to produce desired results in a timely fashion.

*Several of these programs are available in the portfolio listed previously, with more details regarding explanations and information acquired.*

### Puzzle Box /Bomb Defuse

Machine Arch. & Organization| University of Minnesota

March 2022

- Solved a series of puzzles by identifying incorrect commands in x86-64 assembly registers by executing GDB: GNU project debugger, and finding the correct input to successfully defuse various stages of the “binary bomb”.
- Required strong analytical and critical thinking capabilities.
- Wrote functions in assembly language such that the compiled C program would generate the correlating ciphers necessary.
- Debugged directly in the GNU to cover various test case scenarios, examine memory, and debug functions and their outputs.

*More information regarding this program is available in the portfolio listed previously,*

## COMPETENCIES

➤ Data Visualization	A.I & Machine Learning	HTML5
➤ Unified Modeling Language	Instruction Set Architecture	Python
➤ Object Oriented Programming	Mathematics and Discrete structures	MySQL, PHP
➤ Instruction Set Architecture	Application Programming Interfaces	Java, JavaScript, Typescript, Json
➤ Integrated Development Environments	Virtual Machines and Emulation	C, C#, C++, CSS
	Computer/Machine Architecture	x86-64 assembly language

## EDUCATION

**University of Minnesota:** B.A | Dec 2023

**Intro:** Algorithms & program dev. | **Intro:** Op. Systems | **Intro:** Art. Intelligence | **Intro:** Probability & Statistics| Discrete Structures | Elementary Computational Linear Algebra | Machine Architecture & Organization| Advanced Programming Principles, Algorithms. & Data Structures | Computer Arch. | Prog. Design & Dev. | Programming Iterative Computer Graphics & Games