

# 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

### 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 customers of lumen **under minimal supervision**.
- **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 **customer 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**, 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–May 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

Dec 2023-Present

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

- 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.

Iterative Computer Graphics

Sept 2023-Dec 2023

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

- 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

March 2022

Machine Arch. & Organization| University of Minnesota

- 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 | May 2024

**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