

Vincent Bradbury

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SUMMARY

Detail-oriented problem solver experienced in coding with diverse people with diverse ideas to create apps that improve people's lives in an ever-evolving world. Looking forward to a Junior Web Developer position in which I can highlight my previous work experience and leadership abilities while accelerating the lifelong journey of learning.

TECHNICAL SKILLS

Programming: JavaScript, HTML, CSS, Bootstrap, Mocha Unit Testing, Git version control, React, Bash Scripting

Certifications:

- **JavaScript** | W3Schools | July 2022
- **Responsive Web Design Certification** | freeCodeCamp | July 2020

EXPERIENCE and TRAINING

Generation Junior Web Developer Program | Washington, D.C. | April 2022 - July 2022

Training Participant (in progress)

- Participating in a remote 11-week Jr. Web Developer program spending over 350 hours learning web development: from the fundamentals of software engineering to JavaScript, developer tools, git, debugging, and problem solving needed to be successful as a web developer.

Vehicle Images Plus | Madisonville, LA | August 2018 - November 2019

Car Photographer

- Verified and updated critical vehicle and warranty information for 30+ cars to online databases daily so that the dealerships could digitally market vehicle inventory worth \$1,000,000+ total.

JGILS LLC | Slidell, LA | September 2016 - January 2017

Sales Associate

- Solicited hundreds of quotes from vendors weekly, and answered questions from various agencies in a professional manner.
- Maintained proprietary databases of bids, enquiries, and shipping information.
- Resolved discrepancies in shipments and/or payments in order to complete orders.

Orleans Shoring (Contracted to Clear World) | Metairie, LA | August 2015 - November 2015

Warehouse Assistant

- Supervised and managed ongoing projects while communicating with general laborers to ensure timely completion.
- Organized as well as maintained warehouse workspaces, tools, and building materials for 5 to 10 employees.
- Notified superiors of work hazards and product quality to avoid employees and customers from falling, crushed, cut, or electrocuted saving the company from potential laws suits amounting into \$1,000,000+.

Pro Unlimited (Contracted to Electronic Arts) | Baton Rouge, LA | May 2011 - October 2011

Quality Assurance Tester

- Triggered flaws in the product and followed detail-oriented "bug" reporting protocols to troubleshoot software with Quality Measures.
- Setup testing events to collaborate between testers, project supervisors, and international programming teams.
- Reviewed reports from other testers and resolved errors to complete the verification of the debugging process.

EDUCATION

Louisiana State University | Baton Rouge, LA | 2012

- Bachelor of Science, Industrial Engineering