

# STACEY BROSNAN

SOFTWARE ENGINEER

# CONTACT

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#### PROFILE

I am a Software Engineer who is passionate about growing and evolving in a team environment.

I come from an Audio Visual background where I would set up audio, lighting and vision technology and operate the equipment in show with a team of colleagues. Most of the work was client facing and so I am well versed in explaining technical lingo to clientele.

## SOFTWARE ENGINEERING PROJECTS

#### TIC-TAC-TOE

- The popular 2 player game also known as noughts and crosses
- Tech Stack HTML, CSS, JavaScript and JQuery
- https://github.com/StaceyBros/tic-tac-toe

#### SKYDIVING APP

- An Events app for skydivers so that they can look up the locations of dropzones in Australia and add events to their profile
- 4 models with 3 CRUD systems made in Ruby on Rails with vanilla CSS
- https://github.com/StaceyBros/Project01

#### **SPACE BATTLES**

- Space battles is a game where you can collect gems and shoot bullets at asteroids
- Tech Stack Phaser, NodeJS and CSS
- https://staceybros.github.io/SpaceBattles/

## WORK EXPERIENCE

## INSTRUCTIONAL ASSISTANT - GENERAL ASSEMBLY | 2021

 Supported the software immersive engineering class by running through daily warm up solutions and helping out during project weeks.

### FREELANCE AUDIO VISUAL ENGINEER | 2018 - 2020

 Collaborated with new teams at different locations every day to set up and operate shows in venues such as Carriageworks, Olympic Park and the Hyatt Regency, Darling Harbour.

# SENIOR TECHNICIAN - ENCORE | 2014 - 2018

- Managed a team of four technicians when setting and operating shows in the Westin hotel.
- Conducted preproduction for shows as part of a cross functional team in order to best achieve the client's vision for an affordable price.

# EDUCATION

#### SOFTWARE ENGINEERING IMMERSIVE

GENERAL ASSEMBLY | SEPT 2020 - DEC 2020

BACHELOR OF SCIENCE OF MUSIC, MEIDA AND PERFORMANCE TECHNOLOGY

UNIVERSITY OF LIMERICK | SEPT 2007 - MAY 2011

# SKILLS

- HTML/CSS
- JavaScript
- React
- Ruby on Rails