

# Darontae Colley

Southfield, Michigan

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<https://tae360.github.io/Tae360Portfolio/>

## EDUCATION

<b>Davenport University   Grand Rapids, MI</b>	<b>December 2024</b>
<b>Bachelor of Science in Computer Information Systems</b>	GPA 3.08
<ul style="list-style-type: none"><li>Specialty in Secure Software Development</li></ul>	
<u>Related Coursework:</u> Software Engineering, Mobile Application Development, Web Application Development, Database Systems, Database Design, Data Structures and Algorithms, Python Scripting	

## TECHNICAL QUALIFICATIONS

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- C#
  - HTML & CSS
  - JavaScript
  - SQL
  - Visual Studio
  - Customer Support
  - Python
  - Mobile Development
  - Unity
  - Video Production/Visual Effects
  - UI & UX Design
  - Technical Support

## EXPERIENCE

<b>Epiq Global</b>	Southfield, MI
<b>Technical Support Representative – Data Breach Support Specialist</b>	September 2025 – Present
<ul style="list-style-type: none"><li>Help clients by responding to data breach problems, checking for identity, giving reassurance, and taking notes, documenting important information.</li><li>Watch over and take care of private information following privacy, security and other standards to prevent uncertainty and discomfort with customers.</li><li>Provide technical or customer support to individuals over the phone and with other platforms, to give the needed help and assistance to customers.</li><li>Work with team members to exchange problems with one another and request assistance if there is a language barrier or problem that needs extra attention.</li></ul>	
<b>Penta Solutions LLC</b>	Southfield, MI
<b>Software Engineer Intern</b>	September 2024 – December 2024
<ul style="list-style-type: none"><li>Utilized Mach2, Kepware, and Niagara to watch and monitor data connected with PLC machines and other systems, so that clients can be assisted and data can be kept up well with.</li><li>Improved Mach2 user interfaces using HTML, CSS, JavaScript, and SQL to make applications easier for clients and employees to use and fix different problems that may arise.</li><li>Built and added UI/backend features using JavaScript and React to help update and manage data appropriately, so that when data needed to be shared or collected it could be done so quickly.</li></ul>	

**Virtual Employment Training Services (VETS)**  
*Virtual Production Technician*

Southfield, MI  
June 2020 – October 2023

- Worked with virtual production equipment setup and maintenance.
- Set up and monitored live streaming sessions for virtual workout programs.
- Found and made better solutions for technical issues during virtual productions and providing support to clients.

## IT PROJECT EXPERIENCE

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### *Home Appliance Shop*

- Developed a C# application with Visual Studio with a login screen and credentials to provide better security for logging into the system.
- Allows users to view different home appliances and add them to their cart.
- Added SQL Server for users to be able to save a product and use CRUD (Create, Read, Update, Delete) options for their product of choice.

### *2D Platformer Game (Unity, C#)*

- Added player controls movement, jumping, and interacting with the world within the game.
- Created enemy AI and obstacles to make the game feel more fun for players.
- Designed many levels more difficult than others based on how far the player made it through the game.

### *College Project Website*

- Created a website that acts like an actual college site using CSS, HTML and JavaScript.
- Designed pages where you can see what courses the college offers, learn about the college, and more.
- Includes a "Contact Us" page where you can send questions or inquiries.

### *Name List CSV Creator & Phone Directory CSV Reader*

- Developed a Python program to create a list with names which saves them to a .csv file. allowing the option of reading and printing the listed information as well.

### *Reflex Game*

- Developed a mobile game to tap a bouncing ball as many times as possible in Kotlin using Android Studio.
- Included rules within the game, like hit/miss criteria and conditions for how the game starts and ends.