



Terrell Terry

Full Stack Java Developer

634 Canyon Crest Rd
Beaumont, California, 92223
tgterry787@yahoo.com
9516637034
LinkedIn: www.linkedin.com/in/terrell-terry-9033b6158

A fast learner with the skills and ambition to become a successful software developer. Over 4 years of experience working in Java, C# and inside of game engines that are widely used in the industry. Pursuing a new career in software development and using my skills from within the game industry to fuel my passions further within software development.

Professional Experience

Java Software Developer

Revature | July 2022 - December 2022

- Created multiple different applications using **Java** as a primary language.
- Used **Angular** to create the front end to multiple full stack applications.
- Used **Docker** to containerize the backend and hosted the applications on **Microsoft Azure's** web services.
- Created **Full Stack** applications with teams of varying sizes.
- Updated an **E-Commerce Web Application** with a team of 12, where we built new features and optimized features that were already created.
- Used **SQL** to set up tables and persist data within them.
- Gained skills to learn quickly and effectively under pressure and limited time constraints

Warehouse Associate

Amazon, Beaumont, California, United States | July 2021 - January 2022

- A warehouse job for Amazon where I stowed items into bins and ensured that products got processed in a fast-paced environment. I have been accredited for having some of the best accuracy and efficiency while working here.

Computer Operator

General Dynamics Information Technology, Barbourville, Kentucky, United States | March 2020 - December 2020

- A customer service job for the VA where I practiced problem solving and communications with an end user.
- Documenting and utilizing a ticketing system to help the end user resolve their issue.
- This job sharpened my problem-solving skills and gave me an opportunity to work in a technical environment.

Education

Bachelor's degree in Game Design

Full Sail University | 2018 - 2021

- Worked on multiple different levels within Unity and Unreal Engine.
- Created a game made in Unity in under 4 months with a team of 4.
- Achieved a level design award for best level by my course director.
- Learned how to use C# and C++ as a programming language

Beaumont High School | 2014 - 2018

Key Skills

Spring Framework, Java, Angular, SQL, Azure, Docker, JavaScript, Typescript

Projects

Daycare Report Card System

- Worked with a team of 4 to create a Full Stack **microservices** application.
- Developed the front-end of the application using **Angular** and **Typescript**.
- Created services and used the **HTTP Client** to send and receive requests with **Angular**.
- Incorporated **Spring Boot** with **Java** to create the backend for the system.
- Used **MongoDB** to host the users of the application.

Town Review Board

- Used the **collections framework** to return lists of objects to the front-end.
- Hosted the website using a **blob container**, database with **PostgreSQL** and backend with **Docker** on **Azure**.
- Created and ran tests using **JUnit** while working in vertical slices to create the backend.
- Developed a fully functional website with the front-end using **HTML** and **CSS**.
- Used **JavaScript** and the **fetch API** to send and receive HTTP requests.
- Utilized **Javalin** and **JDBC** to connect the PostgreSQL database to the backend.

E-Commerce Web Application

- Assisted with and created the functionality for the profile page of the website.
- Used **Angular services and components** and had them communicate with each other.
- Held **SCRUM** meetings every morning to understand what was getting done and what to complete.
- Used **Git** as our version control.
- Tested our services using **Spring Boot Test** to ensure that our services were working before implementation.
- Utilized the **Spring Framework** to build and connect the **PostgreSQL** database to the backend with the **Spring Data JPA** and **PostgreSQL Driver** module.