

Jd Beecham

Bothell, WA 98012

www.thedigitalhive.com

[LinkedIn Profile](#)

Self-starter and have been working unsupervised across multiple states. Diverse background doing different roles like QA Tester, Lab Technician, Field Service Technician, and Freelance Web Developer. I am never afraid of taking on new skills or tasks. In my free time, I enjoy studying 2D/3D graphics.

Work Experience

Supply Inventory Distribution Clerk

The Everett Clinic – Part of Optum – Shoreline, WA

March 2022 to Present

Manage inventory for stock room and each department's Pods. Communicate with company buyers on equipment and items that are needed by departments. Manage the mail and fax room, and make sure it ends up in the correct location. Complete small repairs on equipment and clinic grounds. Communicate and coordinate with BioMed, IT, or Venders on installs, maintenance, and repairs.

Network Technician

TEKsystems - Washington State

October 2021 to December 2021

Contracted to Denali Advanced Integration to evaluate and inventory hospital's network systems around the state of Washington. Make sure company standards are being followed for security. Ensure equipment is operating and up to date. Report any equipment that is unplugged or shouldn't be apart of the network.

Field Service Technician

Walman Instruments – Washington, Oregon, Idaho, and Montana State

February 2019 to July 2020

Responsible for providing maintenance, troubleshooting and repairs to ophthalmologists and surgeons in Washington, Oregon, Idaho, and Montana. Entrusted with a company vehicle and credit card. Maintain monthly travel and expense reports. Helped customers budget repairs and plan out maintenance services to keep costs low. Also, would plan multiple customers in the same area to reduce expenses. Wrote detailed repair tickets so customers would understand why certain equipment failed, where issues were, and break downs of where their costs all came from. If expected repair expenses exceeded the price of a new or used machine, I would explore options with the customer, and get them in contact with our sales manager for their region.

Certified Lead Lab Technician

LensCrafters - Seattle, WA

September 2001 to February 2019

Responsible for crafting prescription lenses to fit in a frame. Troubleshot and repaired all the equipment in the lab and doctor's office. Repaired new equipment designs that didn't even have documentation yet. Developed excellent time management skills with the ability to meet deadlines.

Trained in Lean Six Sigma to make sure lab is lean compliant and optimized. I was responsible for the lab's budget and ordering all the supplies. Wrote schedules and manage other technicians. I trained new employees and lab managers for multiple locations. Entrusted by the regional manager to travel to labs in the region to install, troubleshoot and train techs on operating and maintenance of new equipment. My lab was consistently ranked within the top 10 in the company out of over 1000 labs, which is based off quality of work and workload.

Freelance Web Developer

Self-Employed - Seattle, WA

February 2007 to July 2011

Worked off and on throughout the years as a Freelance Web Developer making personal sites for individuals. Mainly used HTML, CSS, JavaScript, Bootstrap, jQuery, PHP, and MySQL. Used photoshop to design the sites UI.

Software Tester

Foundation 9 Entertainment - Kirkland, WA

October 2008 to October 2009

Analyzed a range of different software titles on a variety of different systems including PC, Xbox, Sony PSP, PlayStation, Nintendo DS, and Wii. Worked on a prototype breadboard for a children's doll that interacted with a computer game. Along with testing titles, had to write technical documents including test cases, bug reports, and design suggestions. All documents had to be well written, clear but detailed to allow others to be able to reproduce and understandable without questions. Had the opportunity to work on several different databases and backend systems because we had to adapt to customer's owned systems. Received commendation from a senior programmer because of how helpful and knowledgeable I was for him during a Dora Explorer project.

Education

Bachelor of Science in Game and Simulation Programming

DeVry University - Federal Way, WA

June 2004 to June 2008

Focused on software engineering, software life cycles, multiple programming languages, artificial intelligence methods, networking, databases, and data structures. Helped fellow students troubleshoot their programs and homework assignments. Trained on 3D Studio Max, and 3D Game Engines (Unreal Engine [C++] and Unity [C#]). Also studied electrical engineering where we worked on circuits, processors, memory, and low-level assembly language.

Studied Computer Science

College of the Desert - Palm Desert, CA

September 2000 to December 2002

Worked on general courses and began my computer science studies. Learned multiple languages including C, Visual Basic, Assembly, PHP, HTML/CSS. Also studied networking, servers and databases using MySQL. Took courses on graphic design and learned Adobe applications like Photoshop and Illustrator. Also took courses on Autodesk Maya to build 3D objects and simple animations.

Certifications and Licenses

iOS App Development Bootcamp

The App Brewery

July 2020

Received my certificate of completion for an online training bootcamp on developing iOS applications. The course is 573 modules with over 60 hours of content to complete, not including the assignments. Covered many different subjects, including swift coding, SwiftUI, Core Data, networking, JSON, Google's Firebase Cloud, Machine Learning, and Augmented Reality.

Web Development Bootcamp

The App Brewery

March 2021

Received my certificate of completion for an online training bootcamp on web development and web applications. Worked over 55 hours on 440 modules about front-end and back-end development. Built a variety of different websites using most of the popular technologies. Worked on front-end development with HTML 5, CSS 3, Bootstrap, JavaScript ES6, DOM Manipulation, jQuery and React.JS. For back-end development, I worked on Bash Command Line, Node.JS, Express.JS, EJS, RESTful, APIs, Databases (MySQL and MongoDB), Mongoose, Authentication and Firebase.

Links

Portfolio - <http://www.thedigitalhive.com>

LinkedIn - <https://www.linkedin.com/in/jd-beecham-5060445b/>

Skills

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| <ul style="list-style-type: none">• Networking• Software Testing and Development• C/C++• Bootstrap• Xcode• SwiftUI• UIKit• GitHub• Unreal Engine (C++ Language)• JavaScript• Databases• jQuery• JSON• HTML5• Node.js• PHP• Back-end development• DirectX• Linux• OOP• English - Fluent | <ul style="list-style-type: none">• Git Version Control• 3D Software like Maya, 3DS Max, Blender• React• CSS• Swift• CocoaPods• CoreML• Game Development• Unity Engine (C# Language)• MongoDB• Data structures• MySQL• Adobe Photoshop• Front-end development• Express.js• RESTful APIs• Computer graphics• OpenGL• Artificial Intelligence• Scripting Languages• Windows |
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