

Trea Beane

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EXPERIENCE

CinemaCraft LLC, Remote — Java Developer

July 2020 - PRESENT

At CinemaCraft I design and piece cinematic video game levels together. This is a fast paced work environment where I have to interpret story scripts and design a visual level within an existing video game for popular talents on the platform YouTube.

I also contribute code to our framework hosted on GitHub. Since our codebase is shared among developers we use software called git. You can view my git commits frequency on my github page.

Steel Specialties, Point Pleasant, WV — Laborer

February 2019 - July 2020

At Steel Specialties I was trained on new and heavy machinery. Being trained I was also expected to train others on the same machinery and give insight on how to use it.

EDUCATION

Lincoln County High School, Hamlin, WV — H.S. Diploma

May 2018

At Lincoln County High School I was enrolled in business computing courses. These courses put me in a work simulation where I learned how to use Microsoft Office and Adobe Products. The course included a Web Design class as well where I got to use HTML and CSS.

During High School I practiced Java development, by modding video games. During this time of self education I learned the Java programming language and database management with MySQL (SQL) and Redis (NoSQL).

PROJECTS

JavaFX Pathfinder — A visual representation of pathfinding

<https://github.com/TreaBeane/Pathfinder>

My pathfinding application was written in Java with the JavaFX library for

SKILLS

Java, JavaFX, MySQL (SQL),
Redis (NoSQL), GitHub, Git,
Linux, Microsoft Office,
Adobe Products, JetBrains IDE

AWARDS

Business Computing Course Completion Certificate.

I received a certificate for
completing a business
computing course in high
school.

visuals. It allows the user to have a visual representation on how a select algorithm operates. Currently there are two viable algorithms within the application, A* and Flood. The user can place two points on the graph and build barriers to obstruct the AI.