Wayne Maree

 $(845)701-9633 - \underline{wmaree@student.neumont.edu} - \\ \text{https://www.linkedin.com/pub/wayne-maree/} \\ 105/113/759 - \\ \text{maree} \\ \text{mare$

Skilled, Efficacious, Dedicated, Web Developer

Core Competencies	Development Tools	Technical Skills
JavaScriptNode.jsCSS3	Microsoft .NET FrameworkJ2EE (Java Enterprise Edition)Visual Studio 2013	OOP (Object-Oriented Programming)MVC (Model View
HTML5Three.jsASP.NET	 Eclipse (Java) Brackets JetBrains WebStorm 	Controller) Front-End Devlopment Graphic Design
C#Java	Adobe Products (Illustrator, Photoshop)Git	 User Experience, User Interface Design Application Design MEN stack (MongoDB, Express.js, Node.js)

Project Experience		
Project	Roles & Responsibilities	Date
FuzzBuzz 3D puzzle/maze game written in Three.js encased in a full stack Node application	 Everything Built the entire application by myself Database modeling 3d modeling, 3d environment Routing Entire front-end design Entire back-end design Technologies: JavaScript, HTML5, CSS3, Three.js, Physi.js, Ammo.js, Node.js, Express.js, MongoDB, Blender, 3ds Max, Adobe Creative Suite 	8/2015
Cindr Online blind dating service that featured a random connection with another user	 Developer Refined UI/UX Architected chat room partner selector General Java routing/backend Technologies: Java EE, HTML5, CSS3, JavaScript 	10/2014
Massey Effect HTML5 Canvas game inside a full stack .NET application	Web Designer Made all webpages Handled all styling Created all graphics Routing Technologies: Adobe Creative Suite, ASP.Net, Visual Studio 2013, SQL Server 2012, Web Technologies, MVC 5	12/2014
Heed Thy Call	Writer/Devloper	8/2014

Psuedo/parody Japanese dating sim	Wrote story/scenariosCreated asteroid style mini-game	
	Technologies: Visual Studio 2013, HTML5 Canvas, .NET 4.5	

Education

Bachelor of Science In Web Design and Development

Expected 6/2016

Neumont University

Activities

Neumont Fitness Club	2/2015 – Present
Neumont Tennis Club	9/2015 – Present

Additional Information

Personal Website/Portfolio in devlopment