

Brian Tucker

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Education	<i>Louisiana State University (LSU), Baton Rouge, LA</i> Bachelor of Computer Science Minor in Business Expected Graduation Date: August 2017	August 2012 – August 2017
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Experience

GE Digital, New Orleans, LA Software Engineering Apprentice <ul style="list-style-type: none">• <i>Worked on a Leak Detection software that monitored leaks, intrusions, and strains using fiber optic cables and sensors that were placed in the pipeline. Mostly Front-End tasks completed using new technologies such as Angular and Polymer.</i>	June 2016 – August 2016
GE Capital, New Orleans, LA Software Engineering Apprentice <ul style="list-style-type: none">• <i>Worked on a web application that monitored project health and displayed it. Used PostgreSQL, JavaScript, HTML, CSS, and AngularJS were used during this time.</i>	May 2015-August 2015
Global Game Jam, Baton Rouge, LA Programmer <ul style="list-style-type: none">• <i>Spent 48 hours developing an 8-bit action game with a team of 5 people. Game was developed in Unity and art was created by each member.</i>	January 2015
Lab Tech, Baton Rouge, LA Laptops Express <ul style="list-style-type: none">• <i>Worked on hardware repair, memory recovery, and virus removal</i>	September 2014 – Feb. 2015

Languages	JavaScript, HTML, CSS, (some C++), (some Java)
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Frameworks	Angular2 & React
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Libraries	jQuery
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Programs	Adobe Photoshop, Adobe Illustrator, Axure
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Website	https://braintucker.github.io/personal-site/
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Github	https://github.com/briantucker
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