(360) 981-8016
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brycedugger.github.io/portfolio/

BRYCE M. DUGGER

SUMMARY

Consulting engineer studying full-stack web development that is eager to change industries. Competent in object-oriented programming with relevant course work in web design and databases. Clear technical communicator with effective interpersonal and leadership skills.

EDUCATION

UNIVERSITY OF WASHINGTON FULL-STACK WEB DEVELOPER BOOTCAMP, SEATTLE, WA
Languages: Javascript, CSS, HTML
Frameworks / Libraries: React, Node.js, Express, Bootstrap, jQuery
Databases: MySQL, MongoDB
Graduating February 22nd, 2020

WASHINGTON STATE UNIVERSITY, PULLMAN, WA
Bachelor of Science in Mechanical Engineering
Graduated May 2017

EXPERIENCE

HARGIS ENGINEERS, JUNE 2017 - CURRENT, SEATTLE, WA
MECHANICAL CONSULTANT

- Lead Mechanical Designer and Associate Project Manager.
- Design the mechanical, plumbing, refrigeration, and control systems that serve buildings.
- Create solutions to satisfy client requirements for cost, appearance, and performance.
- Render 3D CAD models to solve complex problems that satisfy tight constrains.
- Coordinate with internal and external consultants to resolve design conflicts and provide appropriate information.
- Manage progress and delegate responsibilities to other designers on team to ensure projects are finished on time and to standard.
- Work in collaborative environment to develop drawing packages for up to 10 projects weekly.

HOLLAND AND TERRELL LIBRARIES, JANUARY 2014 – MAY 2017, PULLMAN, WA
CLERICAL ASSISTANT 3 (STAFF ASSISTANT)

PROJECTS

MOOLAH, UW FULL-STACK WEB DEVELOPER BOOTCAMP

- Full-stack application that helps the user secure financial peace of mind.
- User can track their expenses and goals per category in tabular view to develop a budget.

Back End: Node.js / Express, Front End: jQuery, Bootstrap / CSS, Database: Sequelize / MySQL

PROTOTYPE MANAGER FOR LEADING TECH COMPANY'S RETAIL PROGRAMS, HARGIS

- Developed prototypes to mass produce two NDA retail programs.
- Eliminated an estimated 40 hours of model set up and development time per project.
- Review completed projects and owner feedback to add relevant changes to the prototype.
- Amend projects in production to reflect design changes.