

BRYCE M. DUGGER

SUMMARY Consulting engineer with management experience and web development skills 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
Graduated February 22nd, 2020

WASHINGTON STATE UNIVERSITY, PULLMAN, WA
Bachelor of Science in Mechanical Engineering
Graduated May 6th, 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 constraints.
- Coordinate with internal and external consultants to resolve design conflicts.
- Manage progress and delegate responsibilities to other designers on team.
- Work in collaborative environment to develop up to 10 drawing packages weekly.

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

PROJECTS **SHOW-UP**, MERN-STACK WEB APPLICATION, UW FULL-STACK WEB DEVELOPER BOOTCAMP

- Community driven application to review upcoming concerts with a ranking system.

Front End: React, Bootstrap / CSS, Back End: Node.js / Express, Database: Mongoose / MongoDB

MOOLAH, MVC ARCHITECTURE WEB APPLICATION, UW FULL-STACK WEB DEVELOPER BOOTCAMP

- Users can track their expenses and goals per category in tabular view to develop a budget.

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

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

- 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.