

BRYCE M. DUGGER

EDUCATION **UNIVERSITY OF WASHINGTON FULL-STACK DEVELOPER CERTIFICATION, SEATTLE, WA**

A 24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS
Graduated February 2019

WASHINGTON STATE UNIVERSITY, PULLMAN, WA

Bachelor of Science in Mechanical Engineering
Graduated May 2017

EXPERIENCE **HARGIS ENGINEERS, MECHANICAL CONSULTANT, SEATTLE, WA**

JUNE 2017 - CURRENT

- Duties: Associate Project Manager, Mechanical Designer and Prototype Manager.
- Manage progress and delegate responsibilities across other designers on team to ensure deliverables are met and to standard.
- Develop drawing packages for upwards of 10 projects simultaneously.
- Manage prototypes for team to track program changes.
- Forecast potential issues to mitigate errors on drawing package.
- Design the mechanical, plumbing, refrigeration, and control systems that serve buildings.
- Tailor design process to client needs based on cost, performance, and energy efficiency.
- Work across multidisciplinary teams with architects, contractors and other engineering firms with the aid of CAD software.

HOLLAND AND TERRELL LIBRARIES AT WSU, CLERICAL ASSISTANT 3 (STAFF ASSISTANT), PULLMAN, WA

JANUARY 2014 – MAY 2017

Promoted to Staff Assistant May 2016. Addressed patron questions, processed library materials, helped staff manage the other student employees, and performed additional, technical tasks.

PROJECTS **CAPSTONE PROJECT, UW CODING BOOT CAMP, FEBRRARY 2019**

XXX

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

2018 - CURRENT

Manage two project prototype and record design changes to accomplish mass production of NDA retail programs. Review finished projects and owner feedback to add relevant changes to program for future projects. Emend projects in production to reflect design changes. Create weekly bulletins to share and discuss changes with the team. Design these stores using the prototype.