

# 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.

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**EDUCATION** **UNIVERSITY OF WASHINGTON FULL-STACK WEB DEVELOPER BOOT CAMP** SEATTLE, WA

Languages: Javascript, CSS, HTML

Frameworks / Libraries: React, Node.js, Express, Bootstrap, jQuery

Databases: MySQL, MongoDB

Graduating February 22<sup>nd</sup>, 2020

**WASHINGTON STATE UNIVERSITY, PULLMAN, WA**

Bachelor of Science in Mechanical Engineering

Graduated May 2017

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**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 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)

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**PROJECTS** **MOOLAH, UW FULL-STACK WEB DEVELOPER BOOT CAMP**

- 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.