# Gabriel W. Hazeldine

(508) 272-9990
ghazeldine3@gmail.com

## EDUCATION

**Bridgewater State University,** Bridgewater, MA
Bachelor of Arts degree: English, *summa cum laude*                    May 2019
*Writing Concentration*
*Departmental Honors*
Bachelor of Science degree: Computer Science, *In Progress*                    May 2023

## RELEVANT COURSEWORK

Data Structures and Algorithms, Web Application Development, Emerging [Programming] Languages, Technical Writing

## COMPUTER SKILLS

**Languages:** Python, Java, C#
**Software et al.:** Microsoft Office Suite, Microsoft Visual Studio, Visual Studio Code, IntelliJ Idea, Wordpress

## DEVELOPER EXPERIENCE

**Independent Game Developer**                                        Aug. 2019 – June 2020
Writing and Project Management
- Worked with a 10-person team of programmers, visual artists, and sound designers with advising from outside professionals including a part-time Amazon back-end developer and certified SCRUM trainer
- Utilized tools such as GitHub, Google Drive, Discord, and Trello to manage project files and team communication via digital/international workspace
- Organized weekly meetings and SCRUM sessions within time zone constraints to synchronize team communication and work
- Travelled to industry events to pitch project before independent game publishers and spoke face-to-face with publisher heads and representatives; negotiated, evaluated, and sorted out funding offers of up to $250,000

## WORK EXPERIENCE

**Target Corporation,** Easton, MA                                        Oct. 2018 - Present
Senior Tech Consultant
- Assisted guests on the sales floor and over-the-phone, answering questions about merchandise such as network devices, home assistants (Alexa, Google Nest), game consoles, and laptops/Chromebooks
- Trained over a dozen hires, new and returning, and updated them on Tech department guest service practices, morning and evening shift routines, and inventory protocols
- Managed inventory records through software applications on handheld devices, performed manual stock and sales floor audits, and mitigated losses caused by data discrepancies between Target.com and in-store stock using data such as days since product was sold, was audited, and was received from shipment
- Worked with vendors and representatives from various tech brands (such as Samsung, Nintendo, and Sony) to arrange sales floor layout to maximize brand presence according to sales data from the brand and the store