Haven Fricke

(303) - 913 - 2476

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linkedin.com/in/haven-fricke/

Education

Boise State University

BSc Games, Interactive Media, & Mobile — Aug 2023 - May 2026

Application Programming - Game Programming - 3D Modeling & Animation - Autodesk Maya - Trigonometry
Unity & Unreal - Object-Oriented Programming - Physical Computing - Basic Electrical Engineering -
Web & Mobile Development - Audio & Video Production - Augment & Artificial Reality - Machine Learning

Boise CodeWorks Software Immersive

Software Development, Design, and Programming — Jan 2022 - Apr 2022

Application Programming - Web Application & Software Programming - Software Design Standards
Development Operations - Library Methodology & Documentation - Team Development - S.O.L.I.D. Design
Object Relational Mappers - Business Logic - Front-End Libraries - Back-End Libraries - MERN Stack

ACI Learning, Denver

Computing Technology Industry Association Training — Mar 2020 - Apr 2020

IT Industry Business Operation Standards - Operational Security - Networking Systems - System Admin
Computer Hardware Repair & Installation - Information Technology Infrastructure Library - Authentication
Troubleshooting - Preventative Maintenance - Computer Configuration - IT System Specifications

University of Colorado, Denver

General Education, Audio Recording Arts — 2018 - 2020

English & Writing - Ethics & Diversity Inclusion - Music Theory - Film Scoring - Physics of Sound
Music Business - Theatre Production - Practical Algebra - Audio Production & Engineering - Economics
Financial Accounting - Marketing - Family & Community Relations - Communication

Experience

Boise State Office of Information Technology

Web Analyst — May 2022 - Feb 2023

- Reviewed website analysis data pertaining to WCAG conventions and SEO requirements
- Planned systems and tasks around data to maintain SEO and WCAG standards for Boise State's website
- Communicated site issues, updates, and solutions to the site administrators at the University
- Monitored ServiceNow for any incoming tickets from site administrators or supervisors
- Engaged in self-driven maintenance and analysis to support the university's web infrastructure

Boise State University, RADAR Center

Web Maintenance & Content Creation Specialist — Nov 2023 - Aug 2024

- Clarified questions from management regarding website system capabilities and constraints
- Designed and assembled an online registration and purchase system meeting organizational needs
- Coached management in usage of the online registration system to promote sustainable practice
- Addressed and informed of multiple system discrepancies and advised solutions or workarounds
- Revised and reassembled new information resources related to organizational staff and drug education

116 & West Marketing Agency

Front-End Web Developer — May 2022 - Feb 2023

- Evaluated and re-engineered previous web systems for production of new client websites
- Allocated time across multiple projects occurring simultaneously for five account executives
- Facilitated monthly maintenance on active client websites for businesses in the Pacific Northwest
- Served as subject matter expert for client educational needs and facilitated credentials to new users
- Shaped extensive documentation outlining newly engineered systems for training future employees

Neteo High Speed Internet

Internet Technician, Sales Representative — Jan 2020 - Nov 2020

- Addressed sales and troubleshooting over phone and email for a three-thousand person customer base
- Surveyed geological and residential data providing reports to management for marketing purposes
- Delivered friendly and direct interaction during customer service calls, emails, or meetings
- Audited overdue accounts receivable and delivered tactful responses to indebted customers
- Investigated solutions by request of field service technicians facilitating customer installations

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Skills

Computer Languages & Tools

C#	JavaScript	Node.js	React.js
ASP.NET	Express.js	MySQL	Dapper
Visual Studio	VS Code	Amazon EC2	D3.js
Xcode	Swift	Unity Engine	Unreal Engine
Windows	Mac OS / iOS	Arduino	C++
HTML	CSS	Three.js	Vite.js

Computer Language Techniques

MVC	IoT Development	Fullstack Development	Game Logic
Game Programming	Single Page Application	Webservers	Mobile App Development
UI / UX	Web Servers / Database	Amazon EC2	Object Relational Mapping
Xcode	Swift	Unity Engine	Responsive Development
OOP	Data Management	Finite State Machines	Prototyping / Unit testing
Online Gaming	SOLID Principles	Server / Client Model	IoT Conceptualization

Professional

Organization	Scheduling	Articulation	Documentation
Timeliness	Perpetual Learning	Cleanliness	Stress Management
Collaboration	Critical Thinking	Empathy	Self-Discipline
Active Listening	Presentation	Situational Awareness	Tactful Humor