Josh Engert

IT Professional

I am aiming to gain a role that will challenge me and allow me to use my education, skills and past experiences in a way that is mutually beneficial to both myself and my employer, and allows for future professional growth and advancement.

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SKILLS

Automation and Scripting

Windows/Linux/OSX

Programming

Hardware Set-up/Deployment

Team Leader/Problem Solver

Customer Service Expertise

HOBBIES

DJing

Kickboxing

Card Collecting

Rock Climbing

CERTIFICATIONS

CCNA (Currently Studying)
Cisco Systems

Embedded Systems Essentials with Arm Professional Certificate
edX

First Aid Level 1
St. Johns

WORK EXPERIENCE

New Era IT
Desktop/Network Support Technician   (2022 - Present)

ACG Parnell's first point of contact for all IT and Network issues.
Required knowledge of the following:
- Scripting with Powershell
- Active Directory and Group Policy
- Office 365 Admin Suite
- Network Routing and Switching

BurgerFuel, Mount Eden
Day Shift Manager   (2015 - 2022)

In charge of maintaining inventory level, contacting suppliers, and ensuring a high level of customer satisfaction while setting up the following night shift to run as smoothly as possible. Often called upon to solve IT issues by the franchisee.

EDUCATION

Media Design School
Bachelor of Software Engineering   (2018 - 2022)

Currently Deferred, final year to complete.

Rotorua Boys' High School
NCEA Level 3 (Merit Endorsed)   (2010 - 2014)

NOTABLE PROJECTS

TinyDJ

A credit card sized DJ controller created using the ATMega32u4 microcontroller, that outputs MIDI signals to work with most major DJ software. Required understanding of electrical engineering concepts, and microcontrollers with analogue and digital input.

Van-Go

A first person puzzle platformer developed in Unity using C#, based on the art style of Vincent van Gogh. In charge of the players movement mechanics and level design. Required a good understanding of geometry and physics.

3D Cloth Simulator

Used my knowledge of physics and geometry to create a cloth simulator with wind simulation in C++ utilising OpenGl.

ADDITIONAL INFORMATION

References Available on Request