

Josh Engert

IT All-Rounder

I am aiming gain an entry level 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 allow for future growth and advancement.

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📍 Kingsland, Auckland

SKILLS

Customer Service Expertise

Team Leader/Problem Solver

Inventory Management

Windows/Linux/OS X

Automation and Scripting

Continuous Improvement

Hardware Set-up/Deployment

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

BurgerFuel, Mount Eden

(December 2015 - Present)

Day Shift Manager

In charge of maintaining inventory levels, 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 problems by other members of staff and the franchisee

EB Games, Newmarket

(October 2021 - Present)

Senior Sales Associate

Senior member of staff in one of the busiest stores in the country. Consistently met standards for KPIs and provided a high level of customer service. Relied upon as a keyholder to open and close the store.

EDUCATION

Media Design School, Auckland

(February 2018 - June 2022)

Bachelor of Software Engineering

Currently deferred, final year to complete

Rotorua Boys' High School

(January 2010 - November 2014)

NCEA Level 3 (Merit Endorsed)

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 basic electrical engineering concepts and an understanding of microcontrollers and analogue/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++ with OpenGL.

REFERENCES

Matt Cornes

Franchisee, BurgerFuel
021 300 124

Guy Stitchbury

Store Manager, EB Games
027 603 6677