THOMAS SCARBOROUGH

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(704) 619-1058

- UNCC Full Stack Flex Bootcamp - 6 months course
- Associate of Arts Degree in Sumulation and Game Development
- Dedicated professional with Harris Teeter Supermarkets, Inc. (15 years)
- Trainer of new employees within multiple departments
- Specialized professional development
- Led professional development for multiple divisions, Harris Teeter Supermarkets, Inc.

Authorized to work in the US for any employer

WORK EXPERIENCE

Assistant Department Manager

Harris Teeter Supermarkets, Inc

August 2005 to Present

August 2005 - Present

Dedicated employee of 15 years. Advanced in multiple departments. Currently serve as an assistant department manager.

Advancements and Responsibilities
- Assistant department manager
Assist and train employees, inventory control, ordering and budgeting, quality control, quality inspection of product, collaborate with other departments, and work with supervisors to ensure workmanship and quality are of the highest caliber.

- Other positions held assistant customer service manager, assistant produce manager, head cook in the deli,

- Bagger, cashier, and customer service clerk.

Other Work: Chili's Restaurant
Experience Lead Fry and Grill Cook
- Supervise and train multiple employees,

Fuzzy's Restaurant
Lead Grill Cook
- Supervise and train multiple employees,

EDUCATION

Certification

University of North Carolina Charlotte - Charlotte, NC

September 2020

Associate of Arts in Visual arts

Central Piedmont Community College - Charlotte, NC

June 2016

Associate of Arts

Central Piedmont Community College - Charlotte, NC

June 2014

SKILLS

- **Front-End Development -I have worked with this in both a solo environment and in a group setting to produce web pages (1 year)**
- **ReactJS-working with a group of 4 to produce an app, I helped to development the react components.**
- **Web Development-I studied the full stack development through UNCC.**
- **Management- I have been working as a manager for Harris Teeter.. (5 years)**
- **full stack development-UNCC Trilogy full stack development bootcamp certified since Oct 6th 2020**
- **JavaScript- I have created multiple web pages using JavaScript. Working with a group of 4 I have helped create an APP using JavaScript. (1 year)**
- **CSS- Through the Trilogy Full Stack Bootcamp I have styled several web pages and apps using CSS. (1 year)**
- **MySQL- I have worked in both solo and group setting to help manage databases. MySQL was used in the App that we created.**
- **Git**
- **GitHub- This was the primary source that was used to upload all of my projects that i was working on.**
- **Node.js-This is what i primarily used while working with visual studio code.**
- **Bootstrap- This was the most used addon that I used to help create my web pages.**
- **User Interface (UI)- This was what I had work on to help the ease of use while using my wen pages.**
- **JSON- This was used through out all of my projects.**
- **APIs- I have worked with multiple API's to create: calendars, weather apps, search functions, and more.**
- **HTML5-This is what I used mostly to in my front end of my web pages.**
- **MongoDB- I worked with a team of 3 to create a database using mongoDB.**
- **Java- I have worked with java to create a flash game.**
- **SQL- working in both a solo and group environment I used SQL to help manage the databases i created in MySQL.**
- **AJAX-I created AJAX requests in a lot of my web pages.**
- **Web Services- I have worked with servers to help manage my webpages.**
- **C# - I used this primarily working with unreal and unity game engines. (3 years)**
- **HTML- I have worked with basic HTML to learn about how webpages work. (1 year)**
- **3ds Max- I worked with this to create environments to import into unreal and unity game engine. (2 years)**
- **Maya- This was used to create characters and environments to use in Unreal and Unity game engines. I created animations using riging built in, (3 years)**

- **Unreal Engine- I have created world environments, and small levels in this engine. I can make level transitions move smoothly and efficiently. I have worked a with a few teams to create a variety of games. I am currently leading a team to create a small game. (3 years)**
- **Unity- I have worked with a small team to create a game using this engine. (2 years)**

LINKS

https://github.com/kikaiaku

https://kikaiaku.github.io/newportfolio.io/

CERTIFICATIONS AND LICENSES

full stack flex

September 2020 to Present

UNCC Full stack flex certification.

ASSESSMENTS

Management & Leadership Skills: Impact & Influence — Expert

August 2020

Choosing the most effective strategy to inspire and influence others to meet business objectives.
Full results: Expert

Indeed Assessments provides skills tests that are not indicative of a license or certification, or continued development in any professional field.

GROUPS

ZenCoders

September 2020 to Present

An App that is used to help manage dates, addresses, and events going on. It stores data that is entered by the user to help create the personal experience for the users. Data will be stored in the databases to help keep everything organized. It will have a authentication to help keep information safe and secure.

ADDITIONAL INFORMATION

I am working with a Team of 4 to create this app.