Michael Brucker   Web Developer

[Portfolio](#) | [GitHub](#) | [LinkedIn](#) | michael.w.brucker@gmail.com
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Skills

Front-End: React | Redux | JavaScript | Material-UI | jQuery | Firebase | HTML5 | CSS3 | Sass
Back-End: Ruby | Ruby on Rails | ActiveRecord | SQLite3 | MongoDB | Node | Express
Project Management: Git | GitHub | Phaser3 | Tiled | Heroku

Web Development Projects

- Portfolio - React Application | Live | GitHub Repo
  - Material-UI used for UI interface
  - Good breakdown of code into reusable components
  - Concise DRY code

- Rostered - React Application | Live | GitHub Repo
  - Hockey team roster app with full CRUD applications for logged in users.
  - Keep track of your teams and add your players, and schedules. Add your games to your schedule.
  - Redux used in unison with Firestore database from Google's Firebase.
  - Server side function adds team ID as attribute for easier access in code.

- Tower-Defense Game | Live | GitHub Repo
  - HTML5 Game created using JS Phaser3 library.
  - Custom JavaScript functions created for interaction between all objects in gameplay.
  - Building towers 'snap' to a grid and cannot be built on each other or in 'no-build zones'.
  - Enemies increase in speed and health each wave and special bosses come every 5 waves.
  - Optimized animations and sounds to prevent slowdowns and audio build-up.
  - Custom map built with Tiled application.

- Blob-Man (Pac-Man spin-off) | Live | GitHub Repo
  - HTML5 Game created using JS Phaser3 library
  - Infinite levels, each level's difficulty rises with enemy numbers and speed increasing.
  - Custom game option added. Players can customize enemy number, speed, and spawn rate.
  - Enemies turn down corridors using a custom JavaScript function to randomize their direction.
  - Custom map built with Tiled application to mirror original Pac-man map.
  - Game created in less than 10 days of beginning to learn Phaser3.

Military

- United States Air Force   09/2007 - 09/2010
  - Aircraft Armament Systems Technician - F-15E
  - Worked in teams | Achieved Journeyman Level | BTZ Nominee
  - Load Crew of the Year - 2008 | Distinguished Graduate of Technical School

Experience

- 1&1 Internet, MyWebsite Technical Support   01/2016 - 09/2016
  - 'Drag and Drop' Websites | E-Commerce | Sales Work

Education

- New York Code + Design Academy, Philadelphia, PA   07/2018 - 10/2018
  - Completed 480+ hours of *Web Development Intensive Program* covering various Full-Stack technologies and various methodologies including OOP, TDD, pair-programming, AGILE, and SCRUM.

- Temple University, Philadelphia, PA   12/2015
  - Bachelor of Arts - *Media Studies and Production*
  - Inline Hockey 2013 - 2015