

Michael Brucker

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[Portfolio](#) | [GitHub](#) | [LinkedIn](#)

Philadelphia, Pennsylvania

Skills

React | Redux | JavaScript | ES6 | jQuery | MongoDB | Node | Express
Ruby | Ruby on Rails | ActiveRecord | SQLite3 | HTML5 | CSS3 | Sass
Git | GitHub | Phaser3 | Tiled | Heroku | Firebase | Firestore | Material-UI

Web Dev Projects

- **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.
 - Concerted effort to make code DRY.
 - Towers search for enemies within a set radius, returns the closest enemy object, then locks on to that enemy until it is destroyed or out of range.
 - 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