

Michael Brucker

Web Developer

Portfolio: mikebrucker.com

Github: github.com/mikebrucker

LinkedIn: [linkedin.com/in/mike-brucker](https://www.linkedin.com/in/mike-brucker)

Email: michael.w.brucker@gmail.com

+1 (610) 389-8460

Philadelphia, Pennsylvania

Skills

Front-End: React | Redux | JavaScript | Material-UI | jQuery | HTML5 | CSS3 | Sass

Back-End: Firebase | 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 implemented for UI interface.
 - Code logically separated into reusable components.
 - Concise DRY and formatted code enhances readability.
- Rostered - React Application | [Live](#) | [GitHub Repo](#)
 - Hockey team roster app allows full CRUD actions for logged in users to store and edit teams.
 - Data is held on the team object with arrays of other objects for players, schedules. Schedules stores games.
 - Redux used to carry universal state fetched from Firestore database.
 - Server side function adds team ID as attribute for easier access in code.
- Tower-Defense Game | [Live](#) | [GitHub Repo](#)
 - 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'.
 - Game difficulty increases each level algorithmically.
 - 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](#)
 - Game created using JS Phaser3 library.
 - Infinite levels. Game difficulty increases each level algorithmically until a ceiling is hit.
 - Custom game option added. Players can customize enemy number, speed, and spawn rate.
 - Enemies turn down corridors using a JavaScript function to randomize their direction.
 - Map built with Tiled application to resemble original Pac-man map.

Military

- United States Air Force 09/2007 - 09/2010
 - Loaded, maintained, inspected, troubleshoot armament systems and components on airframe F-15E
 - Worked in teams | Achieved Journeyman Level | BTZ Nominee for Early Promotion
 - Load Crew of the Year - 2008 | Distinguished Graduate of Technical School

Experience

- 1&1 Internet - MyWebsite Technical Support 01/2016 - 09/2016
 - Assisted customers on creating and editing websites, e-commerce sites, domains, and e-mail.

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*
 - Audio track focus, also took related courses in graphics design, web development, and audio editing
 - Inline Hockey 2013 - 2015