OBJECTIVE

To obtain a challenging and rewarding position in the computer industry which will utilize and expand my skills as a Web Developer.

PROFILE

Highly qualified and technically skilled professional offering over ten years of progressive experience in the workforce. Able to use strong communication skills and a team-oriented approach in working with people at all levels of the organization.

TECHNICAL SKILLS

**LANGUAGES**

• HTML5 • CSS • JavaScript • MySQL • Bootstrap

• JQuery • PHP • C#

S**OFTWARE/FRAMEWORK**

• Visual Studio • ASP.NET • Android Studio • XCode • Illustrator

• Sublime • Notepad++ • Photoshop CS5 • 3D Max • VR Toolbox

• Vray • Photovista • AutoCad 2008 • Revit • Premier

EXPERIENCE

April 2015 – Aug 2015 **TempWorks Software** - Eagan, MN

*Web Developer Intern*

* QA Testing, fixed bugs and examined software for additional bugs
* Helped create step by step Instruction Manual for their applicant tracking software

Jan. 2008 – June 2011 **Preferred Interactive LLC** – Savage, MN

*Owner/Manager/Creative Director (design department)*

* Created startup company with 2 other partners
* Developed website and application design
* Created and streamlined all feature processes
* Create tutorials for all design department processes
* Trained contractors on all design department processes
* Managed up to 30 contract employees
* Delegated application and texture creation projects
* Managed Quality Assurance and Quality Control
* Collaborated on future planning and goal setting
* Responsible for accounts payable for contract employees
* Other general administrative duties as needed

April 04 – May 10 (FTE) **Toltz King Duval Anderson (TKDA)** – Fridley, MN

May 10 – Jan. 13 (Consult.) *Technician (specializing in 2D/3D architecture visualization)*

* Helped in the recording and reviewing of shop drawings
* Created drawings for clients according to client information, specification and as per the good industry practices
* Produced and updated detailed drawings and solid models using sketches, models, layouts, notes
* Obtained reviews and approvals from architects of project leads
* Worked solely creating 2D/3D photo realistic computer renderings/animations to win a project, to help sell an idea to investors, for fundraising, or simply to visually communicate a concept (main role)

April 2003 – April 2004 **Durda Design/Drafting** – Fridley, MN

*Steel Fabrication Drafter*

* Drafted steel fabrication shop drawings
* Worked in a small office setting with little to no direction

March 1999 – July 2001 **Dynamic Digital Design Inc.** – Minneapolis, MN

*2D/3D Architectural Modeler/Animator*

* Designed accurate 2D/3D models in AutoCad and 3D Studio Max
* Created 3D architectural models and animations for use in video demonstrations, interactive virtual reality walk through, fundraising and also for training purposes
* Co-Designed architectural environments for custom 3D training simulators, using a custom built 3D engine. Gave the client the ability to visually communicate their information into a photo realistic image of their concept before it is built.

EDUCATION

**Minnesota School of Business** – Richfield, MN

Bachelor of Science: Software Development

Graduated: September 2016

GPA: 4.0 (through nine quarters)

**Hennepin Technical College** - Brooklyn Park, MN

Associates Degree in Architectural Drafting and Design

Graduated: May 2004

**Academy Education Center** - Bloomington, MN

### Certificate in Computer Art and Animation

### Graduated: 1998

**Northern State University** - Aberdeen S.D.

### Major: Computer Science (1993-1997)