Sam Azzarano
DEVELOPER & TECHNOLOGIST

PROFILE

Hungry to achieve success and carve my niche in the world, armed with a thirst for knowledge, I am the ideal candidate for any project requiring growth and development in technical skills or project development.

EDUCATION & CERTIFICATIONS

FCC Front End Libraries
October 2019-Present

FCC JavaScript
July-September 2019

FCC Responsive Web Development
June-July 2019

Google IT Certified Professional
May-July 2019

West Chester University
Music Composition '07-'10

CONTACT

Unavailable
Online

856-244-1222

sam.azzarano@gmail.com

/sam-azzarano

github.com/sazzarano

LANGUAGES & SKILLS

- Self-sufficient learner, eager to work with others
- Knowledge & experience working in HTML, CSS, Javascript (ES6), React, Bootstrap, Sass, & Python
- Experience using source control, like Git & GitHub
- Preliminary knowledge of C#, JQuery, and Redux

TECHNICAL EXPERIENCE
FULL WORK HISTORY FURNISHED UPON REQUEST

System One, Emergency Services QA Tester
OCT 2019 - NOV 2019 (TEMPORARY IT PROJECT)

- Sampled BER & RSSI in county grid locations
- Acted as navigator for point to point driving
- Responsible for fulfilling my goals without direct supervision (we completed 3 counties ahead of schedule)
- Monitored data receiver for sudden shutdown or improper capture & monitored system overall for sample failure on any of four surveys.

LT Security Inc, IT/Installer Support
MAR 2019 - JUN 2019

- Handled incoming calls from company installers
- Provided troubleshooting of networking, software, DVR, and camera-specific issues
- Learned information quickly enough to assist in training a new employee within two months

Emmersion Studios LLC, Mobile App Project Manager
OCT 2017 - FEB 2019

- Handled and reoriented team goals to meet deadlines and goals of the wider project using tools like Slack and Trello
- Handled disputes among team members & learned how to mediate design team in-fighting
- Handled public relations and TV/media interviews
- Recruited talent, designed app map & functionality trees, coded prototype in psuedocode/basic C#.