

Christopher S. Bartlett

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Portfolio Website: <https://christopherbartlett.netlify.app>

Education

Saint Leo University *Bachelor of Science, Computer Science* Senior, Est. December 2024

- Classes in languages C, C++, Java, Python HTML, and CSS utilizing Object Orientated Programming.
- Classes about networking, operating systems, software, and computer architecture.
- Experience in using the Microsoft Office Suite in classes and presenting projects.
- Leading projects with classmates and delegating tasks to insure proper execution by the deadline.

Professional Experience

Lifeguard Ambulance / Santa Rosa County EMS *Emergency Medical Technician* 2023 – Current

- Assist in Advanced Life Support and provide Basic Life Support.
- Train and lead new employees in the correct Standard Operating Procedures.
- Handle confidential information.
- Input accurate information to ensure that billing can be processed.
- Collaborate and work effectively with other agencies.
- Utilize critical thinking skills to solve problems quickly.
- Provide customer service skills to ensure patient satisfaction.

Polk County Fire Rescue *Firefighter / Emergency Medical Technician* 2022 – 2022

- Provide fire suppression to structural, commercial, and wildland fires.
- Ensure the safety of the crew, patients, and property.
- Operate and repair power tools and fire apparatus.
- Obtain pertinent information about a situation effectively and precisely.
- Maintain and clean tools, apparatus, and gear to minimize complications.

Skills

- Microsoft Office Suite, Adobe Creative Cloud, WindowsOS, MacOS,
- Installing and troubleshooting software, customer service and hospitality, repairing and installing electrical components, researching and problem solving, repairing and building computer desktops and auxiliary devices.
- Python, C, C++, C#, Java, HTML, CSS, JavaScript, VSCode, Visual Studio, Unity, Git.

Projects

Portfolio Website: A responsive website I built to display information about me and to display projects that I have created. I created the website using HTML, CSS, and JavaScript utilizing VSCode as my IDE and hosting the website through Netlify from my GitHub repository.

Roll A Ball: A third person game of a ball that is controlled by the player that rolls around to collect coins. I created this game utilizing the Unity Game Engine along with C# to create the level, physics, and input controls for the playable ball.