

Christopher S. Bartlett

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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

- Python, C, C++, C#, Java, HTML, CSS, JavaScript.
- React, Git, Unity, VSCode. Visual Studio, PyCharm.

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.

React.js Calculator: A calculator made with HTML and CSS while using the React library for JavaScript to create the logic for the calculator. The calculator was made with different styling choices with CSS and utilizing unique properties of the React library.

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.