Christopher S. Bartlett

Pensacola, FL

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Education

Saint Leo University — *Bachelor of Science, Computer Science* — Senior, Est. December 2024
Relevant Course Work: Trigonometry, Calculus, Computer Systems, Network Theory Design, C++, Micro Apps

Tampa Fire Academy — *Firefighter I/II* — 2021

Hillsborough Community College — *Emergency Medical Technician* — 2021

Professional Experience

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

- Assist in Advanced Life support and provide Basic Life support.
- 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 operate fire apparatus.
- Obtain pertinent information about a situation effectively and precisely.
- Maintain and clean tools, apparatus, and gear to minimize complications.

Advent Health Carrollwood — *Emergency Room Technician* — 2022 - 2022

- Triage patients in the lobby and EMS patients.
- Respond to codes and alerts on the hospital floors, apply orthopedic splints.
- Start IVs, collect lab work, perform EKGs, perform ultrasound assisted IVs.

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

Projects

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.