Thomas Jarzyniecki III

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Portfolio ◆ **LinkedIn** ◆ **GitHub**

OBJECTIVE

A Software Developer position at a dynamic company that enables me to use my diverse skill set and creates opportunities to expand my knowledge and expertise.

SKILLS

- Software Development: C#, HTML5, CSS, Python, C++
- Frameworks and Technologies: .NET Framework, ASP.Net, SQL, XML, MVC Web Apps, Razor, APIs and Universal Windows Platform
- Adobe Illustrator, Photoshop, After Effects and Premiere
- 3D Modeling and Animation with Fusion 360, Maya and ZBrush
- CompTIA A+ Certified
- Computer installation, configuration and support

EDUCATION

UX / UI Design - Eleven Fifty Academy

8-Week Immersive UX/UI program with industry-guided curriculum, project-based learning and 350 hours of training including working with real business clients on real-world projects.

Technical Skills:

- HTML5, CSS3, Netlify, Adobe XD, Figma, SEO, web and application interface design, wireframing, prototyping, creating personas, ensuring usability and accessibility through user testing.

Functional Skills:

- Branding, design thinking, cognitive psychology of web design, navigation elements and principles, qualitative and quantitative data collection, empirical evaluation, website strategy, legal and ethical website standards

Projects:

- Redesigned and reimagined several websites and mobile apps, from sketch to wireframe to interactive mockups
- Worked with app developers in the real world to reimagine their user interface to drive engagement and improve user experience
- Culminating in a CIW User Interface Designer Certification

Software Development - Eleven Fifty Academy

Intensive Software Development Bootcamp focused on C#, HTML, CSS & JavaScript

Technical Skills:

- C#, HTML5, CSS, Git, Async programming, HTTP methods, relational databases, SQL, MongoDB, ASP.NET API development, MVC, full-stack development, web application development, unit testing

Functional Skills:

- Agile team development and methodology, multi-phase project presentations, daily stand-ups

Projects:

- Developed a text based dungeon crawling adventure game in 48hrs

- Designed and built a subject agnostic database for character-centric, multimedia narrative series
- Over three weeks I planned, designed and fully developed an ASP.NET web application that uses Razor pages, SQL, XML, HTML5, CSS and JavaScript to facilitate creative writing by enabling users to create and maintain databases of relational notes, stored and parsed in XML format, linked to each other in a node-like structure by parsing user input, for the purposes of planning, writing, worldbuilding and managing game-story narratives.

PROFESSIONAL EXPERIENCE
Computer Repair Technician - Prosys
Jan 2019 to June 2019

Responsibilities:

- Speedy but thorough troubleshooting and diagnosis of between 25-50 devices per week - including notebooks, Chromebooks and desktops - from school districts all over Indiana
- Opening tickets and submitting orders to HP and Lenovo for parts
- Repairing the machines once parts arrived and processing claims and tickets as quickly as possible to ensure school districts and their students get the devices back within agreed-upon timelines
- Imaging and configuring devices - windows machines, Chromebooks and iPads - both manually and through various management applications like Filewave

Technical Support Analyst - Hoosier Broadband
June 2018 to Nov 2018

Responsibilities:

- Troubleshoot internet connectivity over the phone with end-users of a wireless point to point rural internet network using a combination of remote device access and walking users through configuration over the phone
- Using remote desktop applications to manage hardware and software over a geographically large and technologically complex network that integrated several wireless and wired connectivity technologies
- Updating and managing a VOIP phone system including configuring an FTP server, sourcing and storing firmware for multiple phone models and troubleshooting problems between them

Computer Repair Technician - Worldwide Tech Services
Jan 2017 to June 2018

Responsibilities:

- Troubleshoot and repair computer equipment from personal desktops and laptops to enterprise servers and printers
- Manage a personal ticket queue that encompasses central Indiana while representing multiple companies including Dell, HP and IBM/Lenovo
- Work with both client tech support services and vendor support to troubleshoot, diagnose and order parts quickly and efficiently
- Ensure tickets are well documented and successfully closed in a timely manner

Point of Sale System Repair Technician - NCR
October 2016 to Jan 2017

Responsibilities:

◆ Troubleshoot, repair and replace Point-of-Sale computer equipment in the field at retail locations across central Indiana

◆ Process and manage equipment inventory of new and replacement parts, which included picking up and return shipping in a timely manner

◆ Efficiently manage time and activities to meet assigned ticket SLAs in a fast-paced environment where customer satisfaction and speed are top priorities

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