Vegas R. Cruz

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Website: https://vegascruz.github.io/My-Portfolio/

GitHub Account: https://github.com/vegascruz

Profile

A highly motivated entry-level Full Stack Web Developer specializing in information technology, software development, project management, problem solving, troubleshooting, and programming. A team player adept at collaborating with diverse cross-functional teams for product optimization and enhancement. I'm driven to succeed through my perseverance and work ethic.

Education/Certifications

Full Stack Developer Certification –

Coding Bootcamp: Michigan State University (2022-2023)

Cisco Networking Fundamentals

Certification – Western Technical College (2019-2020)

Cell: (608) 633-4602

IT: Software/Web Development-

Associates Degree: Milwaukee Area Technical College (2023-2024)

Skills

Programming Languages – Advanced in JavaScript, React.js, Next.js, Angular.js, Node.js, Vue CSS, and HTML. Proficient in Python, Swift, Objective-C, C#, C/C++, MySQL, PHP, Java, Kotlin, Go, Typescript, RESTful APIs, and the Command Line/GitBash.

Web/Software Tools: Windows 7, 8 & 10, Mac OS, ASP.NET, GitHub, Apache Server, cPanel, Android Studio, Google Analytics, WordPress, Windows OS, iOS, Mac OS, Unity, SQL Server Management Studio, Sublime Text, Eclipse IDE, Insomnia, MongoDBCompass, Unity Gaming Engine, Google, Firefox, Git, Xcode, and CLI.

Microsoft Tools: Microsoft Teams, Word, Excel, Access, Visual Studio, Visual Code, OneNote, and PowerPoint.

Collaboration Tools: Slack, Zoom, and GitHub.

Personal Skills: Good problem-solving and analytical skills. Excellent verbal/written communication and collaboration abilities. Strong organizational and multi-tasking skills. Able to learn quickly and adapt to new technologies and frameworks. Ability to utilize debugging and troubleshooting techniques. My best trait is UI design and front-end development.

Academic Projects

Western Technical College, La Crosse, WI | Summer of 2021

- Customized the La Crosse Children's Museum website with a team of students. Here is the link, https://www.funmuseum.org/
- Collaborated with my team to add the "*Games*" feature to the navbar, https://games.funmuseum.org/games/
- Executed the "I-Spy" game applying JavaScript, WordPress, and a gaming plugin.
- Created a well-designed, commented, testable and efficient code for future improvements.

Western Technical College, La Crosse, WI | Summer of 2020

- Self-taught on how to build a 2D video game called "Pogo Man" using C# and the Unity gaming engine. Let me know if you'd like to see my game.
- Worked with C# to add abilities and features to objects and characters in the game.
- Sketched and animated the gaming sprites utilizing the windows Paint app.

Work Experience

Customer Service, Glorioso's Italian Market, Milwaukee, WI

August 2022 – Present

Retail and Customer Service, Target, Onalaska and Appleton, WI

October 2018 – July 2022

Server, Ginny's Cupboard, Sparta, WI

March 2013 - August 2019