

Will Brueske

Front End Developer

Minnetonka, MN 55305

Portfolio: wbrueske.github.io | Email: wbrueske@live.com

Summary

Front End Developer with an affinity for web-based, interactive design (React, HTML, CSS, & JavaScript). Fast learner with broad programming knowledge accumulated over the last six months in an intensive, accelerated coding boot camp at the U of M; where designing and coding web interaction quickly became second nature. Ability to leverage 5+ years of testing game UI designs to create flawless web page interactions.

Skills

HTML, HTML5, CSS, CSS3, SCSS, Sass, JavaScript, React, JSX, Redux, Bootstrap, jQuery, Git, UI/UX Design, Visual Hierarchy, Responsive Web Design, Mobile Web Design, AJAX, Asynchronous Programming, D3.js, Plotly.js, Leaflet.js, Mapbox, OpenStreetMap, Dashboarding, Python, NumPy, Pandas, Matplotlib, API Interactions, RESTful API, REST API, Flask, R, JIRA, JQL, SQL, MySQL, NoSQL, MongoDB, Tableau, Excel, Pivot Tables, VBA Scripting, Modelling, Forecasting, Machine Learning, Microsoft Office, Web Scraping, ETL, Mentorship, Training, Photoshop, Gimp

Projects

TRANSCENDENCE (WIP)

Deployed Link: <https://wbrueske.github.io/TRANSCENDENCE/>

GitHub Repository: <https://github.com/wbrueske/TRANSCENDENCE>

- Web encyclopedia for a sci-fi universe. Responsible for all aspects.
- Currently a work in progress.
- Technologies Used: HTML, CSS, JavaScript, Photoshop

Clever-Audio

Deployed Link: <https://safe-fortress-25227.herokuapp.com/predictor.html>

GitHub Repository: <https://github.com/kd017/clever-audio/blob/master/requirements.txt>

- Machine learning model that predicts Grammy winners from songs in Spotify's database.
- Personally responsible for the Predictor page and overall web design.
- Everything was completed in two weeks, so Bootstrap was used for rapid web development.
- Technologies Used: JavaScript, jQuery, HTML, CSS, Bootstrap, Python, Pandas, Tensorflow, SciKitLearn, Flask, SQLAlchemy, Spotipy, Splinter, Flassger, Pandas, Keras, BeautifulSoup

Earthquake GeoMapping

Deployed Link: <https://wbrueske.github.io/Earthquake-GeoMapping/>

GitHub Repository: <https://github.com/wbrueske/Earthquake-GeoMapping>

- JavaScript application that plots recent earthquakes on an interactive global map.
- Uses GeoJSON data from USGS.
- Technologies Used: JavaScript, D3.js, Leaflet.js, Mapbox, OpenStreetMap, HTML, CSS

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wbrueske.github.io

Adventurously

Deployed Link: <https://thawing-wave-56122.herokuapp.com/>

GitHub Repository: <https://github.com/kd017/ADVENTUROUSLY>

- Interactive web-based portal of climate data.
- Personally responsible for the interactive choropleth map and overall web design.
- Technologies Used: HTML, CSS, JavaScript, D3.js, Leaflet.js, Mapbox, OpenStreetMap, Python, Pandas, Flask, SQLite, SQLAlchemy, Splinter, DataTables, Flasgger

Work Experience

Activision, Eden Prairie, MN

Senior QA Tester

2016 – 2019

Contributed to Sekiro: Shadows Die Twice and all Call of Duty titles dating back to 2014.

- Created visualizations of performance metrics—of both the development and QA teams—for the production and leadership teams' use.
- Learned and developed best practice procedure for the UWP platform, and created documentation for these practices and troubleshooting to ensure that proper testing was carried out on the UWP platform.
- Devised lengthy, page-long JQL queries to account for and correct human error during regression testing and issue creation. This reduced the amount of issues sent back to testers for corrections during review.
- Constructed JIRA dashboards for testers to track their growth, performance metrics, and productivity.
- Mentored teams of newbies into well-oiled machines of top-tier testers on all platforms to be as productive as humanly possible.
- Wrote several rounds of test cases and documentation with new changes over the course of several projects for efficient testing.

QA Tester

2014 – 2016

Contributed to Call of Duty: Advanced Warfare and Call of Duty: Black Ops III.

- Participated in daily multiplayer tests while maintaining a high bug count to set a high standard for other testers.
- Mentored new testers throughout the lifetime of the project to promote the highest quality of work and productivity.
- Acted as a knowledge resource for PC hardware and software to ensure that PC-specific issues were properly reported and handled.

Education

Data Visualization and Analytics Certificate: University of Minnesota, St Paul, MN

A 24-week intensive program focused on gaining technical programming skills in Excel, VBA, Python, R, JavaScript, SQL Databases, Tableau, Big Data, and Machine Learning.

Associate of Applied Science in Game Art and Animation: Minneapolis Media Institute, Edina, MN