Alexis C. Brutman

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Skill-Set: Very skilled with several coding/programming languages such as HTML and CSS, JavaScript, SQL, XML, and C# and ASP.NET. Also a skilled writer and experienced with art and graphic design using the Adobe Creative Suite and 3D rendering with Blendr and 3DS Max as well as some experience with Flash animation. Proficient with Unity and Unreal Engine 4. Very proficient in using Microsoft Office programs and an excellent typist (110 wpm).

Education: Graduated with an AA in Web Development in May of 2015 from Harrisburg Area Community College with final cumulative GPA of 3.92. Currently attending Southern New Hampshire University in pursuit of a Bachelor of Science in Game Programming with a current GPA of 4.0. Set to graduate in the Winter of 2019.

Work Experience:

- Nov 2017-Current. Shipley Energy. Position: Software Developer. In my position at Shipley Energy, I use multiple languages such as C#, JavaScript/JQuery, VBS, HTML/CSS, as well as many other more obscure technologies like Mustache.js, in order to cater to the needs of Shipley's other departments. Most of the work centers around fixes made on internal processes as well as creating new applications for customer use on Shipley's website. I tend to manage and balance multiple projects at any given time using Shipley's very large. NET code base.
- June 2015-Oct 2017. Listrak. Position: Programmer/Developer. As a part of the professional services department at Listrak, I've worked with a team of programmers/developers as a part of Listrak Development Services. I do quite a bit of debugging and code fixes as well as "middleware" programs to customize Listrak's software for their clients. We also built internal applications in order to streamline our processes for less technical employees as well as implementing Listrak solutions for client sites. I primarily work with Javascript and C# .NET, but have also had opportunities to work with other languages and frameworks as well.
- September 2016-June 2017. Masondogg Studios. Position: Game Programmer. I worked with a small team at Masondogg, a start-up independent studio out of Atlanta, Georgia. All was done remotely using Github repositories and Discord for team meetings. I was responsible for writing all of the game's backend C# code using the Unity game engine.
- **January 2012-May 2015.** Held various food server positions and veterinary technician positions to support myself while in school for web development.
 - Began taking freelance web design and development contracts beginning the summer of 2013.
 Some of those contracts included building websites for Spyro Gyros in Lancaster, PA, The King Community Center in Harrisburg, PA, and a portfolio website for fashion designer Sunil Ramchandani in New York, NY.

Please visit www.alexisbrutman.com to view portfolio.