

BRAD KRAELING

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OBJECTIVE	Seeking a position in software as a developer, designer, or tester that leverages my skills in application and gaming development to deliver high-quality, on-schedule software
SKILLS	<u>Languages</u> : Java, C#, SQL, HTML, CSS, Python <u>Development Environments</u> : Unity, Android Studio, Visual Studio, Godot, other IDEs <u>Other</u> : User Interface Design, Testing, Scope Management, some experience using AWS
EDUCATION	B.S. SOFTWARE DEVELOPMENT <i>Western Governors University, Graduated 2019</i> <ul style="list-style-type: none">• Concentration on systems development and user experience• Proven ability to learn quickly and master new technologies by researching new concepts and implementing them properly within a deadline• Classes in system design, user interfaces, project management
PROJECTS	[All projects can be viewed at http://bradkraeling.com] “Comet Cruiser” (PC Game, 2019) <ul style="list-style-type: none">• Key Technologies: C#, Unity• Developed a retro-aesthetic arcade game in which players dodge obstacles• Improved user experiences by listening to feedback and providing updates “Pixel Planner” (Android App, 2019) <ul style="list-style-type: none">• Key Technologies: Java, SQL, XML, Android Studio• Created a mobile application that helps users organize their college goals• Features a responsive UI and form data validation “Comet Cruiser Mobile” (Android Game, 2018) <ul style="list-style-type: none">• Key Technologies: Java, SQL, Android Studio• Designed and built a custom game engine with a focus on responsiveness “Schedule Pro” (PC Application, 2018) <ul style="list-style-type: none">• Key Technologies: Java, SQL, FXML, Eclipse• Developed a CRM software that uses an online database to allow managers to schedule customer-related tasks for employees
GROUP PROJECTS	“Sharkie” (Team of 4, 2019) <ul style="list-style-type: none">• Team leveraged my strength in C#, unit-testing, and Unity Development• Worked to implement the creative vision of a writer, artist, and musician “Welcome to the Island” (Seattle, WA, Global Game Jam, Team of 8, 2019) <ul style="list-style-type: none">• Learned GDscript (based on Python) and Godot Engine in a quick-paced environment in order to develop key systems of the game• Continuously rescope with team to meet specific deadline• Responsible for dialogue system and environment simulation
WORK EXPERIENCE	Farrelli's Wood Fired Pizza (2014- Present, Maple Valley, WA) <ul style="list-style-type: none">• <i>Positions: Lead Bartender, Lead Cook, Service Coordinator</i>
CERTIFICATIONS	CompTIA Project +, CIW User Interface Designer, CIW Advanced HTML & CSS3 Specialist, CompTIA A+