Web Developer with 3 years of college experience in responsive web development, including vanilla Javascript and CSS3, as well as jQuery, JSON, HTML5, and WordPress. Familiar with Agile methodologies through the Scrum Master certification process and some hands-on practice working on side projects. Able to create wireframes and prototypes from requirements. Adept at juggling changing requirements and deadlines. Prior experience working with GitHub.

# Experience

09/2017 -

12/2017

## Technical Assistant

*Washington State University Vancouver*

### Responsibilities:

* Reviewing student work for completion and content.
* Answering student questions about assignments.
* Communicating with students during professor's absence.

02/2012 -

02/2014

## Real Estate Agent

*Prudential Verani*

### Typical Activities:

* Building client base through advertising, networking, and attending industry events.
* Working with clients throughout the entire purchase or sale process.
* Creating social and print media advertising campaigns to drive sales and generate interest.

### Achievements:

* Licensed Realtor in both New Hampshire and Massachusetts

06/2013 -

04/2014

## Production Administrator

*Critical Process Filtration*

### Responsibilities:

* Responsible for tracking production processes including purchasing, inventory control, assembly, packaging, and shipping.
* Solved myriad production issues related to incorrect lot numbers, missing orders, mislabeled products.
* Created shipping labels and documents for both domestic and international deliveries.
* Inspected parts and membrane for the QA department to relieve backlogs.

### Achievements:

* Finding production errors early in the assembly process, resulting in significant time and money savings for the company by having to remake products less, and preventing the delivery of incorrect product to customers.

06/2011 -

11/2012

## Stockroom Coordinator & Administrative Assistant

*Southeastern Container*

### Responsibilities:

* Forecasted and ordered inventory for the entire plant production line, as well as office and general supplies.
* Worked closely with the human resources manager to accurately and confidentially maintain employee records, as well as organizing employee events.
* Created various reports for management.
* Finding ways to keep the shelves stocked while reducing overhead costs.
* Finding and fixing errors as far back as two years prior while keeping current and error free with the accounts payable.

### Achievements:

* Organizing and running a company cookout at an amusement park the first month employed at SEC that was extremely well received.
* Increased vendor sponsored donations for the company Christmas party raffles five-fold by creating excellent vendor relationships throughout the year.
* Received a letter of commendation from the general manager for being instrumental in helping the company pass the BRC audit with a nearly perfect score.

03/2009 -

05/2011

## Cook

*Holiday Inn*

### Responsibilities:

* Preparing, handling, and cooking food using the proper techniques per federal and state regulations, as well as adhering to company standards.
* Training new hires in proper food preparation procedures.
* Maintaining a clean and sanitary working environment.
* Inventing new specials for the menu to treat guests with.

### Achievements:

* Excelled at cooking meals that delighted customers, was often complimented and given tips.
* Preferred cook amongst the hotel staff when it came to making the employee meals.
* Received the highest score for the ServSafe certification amongst all kitchen employees. (90%)

10/2006 -

02/2009

## Manager

*Relentless Dragon*

### Responsibilities:

* Developed and maintained the company website.
* Organized, managed, and judged organized play events for Magic the Gathering.
* Forecasted seasonal sales and ordered inventory.
* Maintained outstanding customer service relationships through answering customer calls and emails, as well

 as greeting and assisting customers in store.

# Education

08/2016 -

05/2018

## University of Washington Vancouver

* BA in Digital Technology & Culture
* 3.78 GPA
* Certificate in Video Game Studies & Design

09/2014 -

06/2016

# Projects

## Seattle Central College

* AS with a Computer Science concentration

English

Chinese (Mandarin)

**Languages**

GitHub Eclipse IDLE

Visual Basic Unity

Visio Meister Task Slack Basecamp

MS Office- Word, Excel, Access

Adobe- Illustrator, Photoshop, After Effects, Premiere Autodesk Maya

SAP

MS Dynamics MS Sharepoint

**Software**

Javascript jQuery CSS3 HTML5 JSON

Java Python

C# (for Unity)

**Programming Languages**

Web Development

Usability & Interface Design Search Engine Optimization Wireframing & Prototyping Google Maps API

Software Development Video Game Development Quality Assurance & Testing Requirements Writing

Agile Methodologies

**Skills**

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Everett, WA 98208

**Phone**

(425) 941-9031

**E-mail**

sokolbethany@gmail.com

**Portfolio**

<http://dtc-wsuv.org/bdubeck16/portfolio/>

**LinkedIn**

<https://www.linkedin.com/in/bdubeck/>

**Personal Info**

**Bethany Sokol**

Web Developer

01/2018 -

05/2018

## WSU-Z (WSU Vancouver)

*Project Manager & Developer*

The sole developer and project manager of a three-student team for a project, a 3D survival horror zombie video game built in Unity. I managed the game process from beginning to end as well as the programming, UI, and audio development. I pulled together a working game while my teammates created prefabs for the environment and characters.

## Unfolding: Vancouver (WSU Vancouver)

*Gameplay Designer*

Worked as a gameplay designer on an augmented reality video game built as a capstone project during Senior Seminar at WSU for an external client company. After compiling client requirements, my team and I designed a game including the gameplay mechanics, researched historical figures to build the game around, and created documentation for the game including process flow charts, which was then given to other teams to program, create graphics and such. I also created most of the sound files used in the game and assisted with early rounds of testing, as well as final documentation and presentation to the client.