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| elliottbw10@gmail.com(919) 440-5522 |
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Elliott D. Bailey-Wills

Java Developer/Software Developer

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|  **Technologies/Skills:*** Java
* JavaScript
* Oracle SQL
* HTML
* CSS
* Spring
* JDBC
* SCRUM Leader
 |  **Technologies/Skills Continued:*** GitHub
* JUnit
* Log4J
* Mockito
* Hibernate
* J2EE
* Apache Tomcat
* Angular
* C#
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**Work Experience:**

 **Revature**- Software Developer December 2019 – August 2020

* Lead an entire 14-person team across development to have a functioning application
* Organized SCRUM meetings, daily stand-ups, and team lead meetings to make sure tasks were being done promptly and correctly.
* Built a functioning back-end that processed the information given to it by the front-end using servlets.
* Utilized JDBC to read or update a database.
* Tested back-end methods using JUnit, Mockito, and Postman.
* Used custom methods to retrieve, update, and create user information.
* Utilized Log4J to log certain events across the application.
* Made a functioning front-end to take in information from the user then pass it to the back end.
* Helped team build a functioning back-end using Java and Spring.
* Implemented the DAO and MVC design pattern and used Spring ORM and Spring MVC modules.

 **Feudal Games – *Wake from Death*** - Sound Designer February 2019 – May 2019

* Created unique sounds for player characters, enemy characters, player abilities, and weapons
* Implemented sounds into Unreal using Blueprints
* Created ambient sounds for the city and ability pickups

 **Octocorn – *Charge Forth!* -** Creative Director February 2019 – May 2019

* Wrote and maintained Game Design Document and Art Style Guide throughout the development cycle
* Wrote and maintained all testing documentation
* Reviewed, gave feedback, and approved most in-game assets
* Directed the design team through the level design process using paper prototypes and test levels.

 **Outback Steakhouse -** Bar Manager October 2015 – December 2019

* Created schedules
* Trained new employees
* Ordered and tracked inventory
* Kept constant communication with team to ensure work was done efficiently and correctly

**Education:**

 **University of Central Florida** December 2019

 Bachelor's Degree in Game Design and Development