Mansfield, MA
ScottBeecher.com

Scott Beecher
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Qualifications Summary

- **Salesforce** | Apex, Admin, Lightning Web Components, Sales Cloud, Service Cloud, Integrations
- **Programming** | C++, Python, C#, Lua, SQL, JavaScript, HTML, CSS
- **Game Engines** | Unreal Engine, Unity, Game Maker, LÖVE2D, Hammer Editor
- **Other** | Jira, Confluence, Excel, Google Sheets, Photoshop, Maya, CAD software

Experience Highlights   (*Full work history can be found on LinkedIn*)

- **Smoothstack** | Software Engineer   Oct 2022 - Apr 2023
  - Program learning Salesforce; learned Apex, Admin, and Lightning Web Components
  - Received official certifications for Salesforce Administrator, App Builder, and Platform Developer
  - After initial training, built a property management application in a team of four
  - Using Jira with Scrum, had daily standups, and demonstrations and retrospectives for each sprint
- **Cadworks Consulting Inc.** | CAD Designer   Oct 2020 - Sep 2022
  - Using SoftPlan 2020 CAD software, helped design floor plans for houses
  - Includes drawing detailed rooms, electrical plans, house structure, elevations, and cross-sections
- **Emagination Computer Camps** | Curriculum Developer   Feb 2019 - May 2019
  - Developed two complete 10-day / 30-hour curriculums for courses in the Unreal Engine
  - Covers level design theory, engine basics, Blueprint scripting, multiplayer networking, and more
  - Last few modules are dedicated to an in-depth final project of the students' own design
  - Created Unreal Engine projects specifically designed for students to use as a base template
- **iD Tech Camps** | Lead Instructor   June 2017 - Aug 2018
  - Lead Instructor at three separate locations. Served as role model and leadership figure for all students
  - Taught students aged 9-15 the processes and theories of game design and coding
  - Used programs such as Unreal Engine 4, Autodesk Maya, Java, and Hammer Editor
  - Managed all on-site health administration, keeping track of health and safety concerns for all students

Education and Certifications

- **Salesforce** | Administrator, Platform App Builder, Platform Developer   Jan-Feb 2023
- **NYUx** | MicroBachelor's: Programming & Data Structures   Jul 2022
- **HarvardX** | Computer Science, Game Development   Jul-Oct 2021
- **Champlain College** | B.S in Game Design   May 2016

Projects   (*More projects can be found on portfolio*)

- **Atlantis Property Company** | Salesforce Developer   2022-2023
  - Salesforce property management application, created in a developer org in a team of four
  - In charge of property navigation; features include Property Explorer map, User Portfolios, and more
  - Integrated Google Maps API platform for property geolocation and locating nearby points of interest
- **Core Mechanic** | Game Designer, Programmer   2021
  - Designed and coded entirely by myself; programmed in Lua with the LÖVE2D game framework
  - Action/puzzle platformer; final project for HarvardX course, and also a personal passion project
  - Design revolves around "cores", giving the player unique combinations of weapons and abilities