

BRITTANY PRICE

North Carolina | [LinkedIn](#) | [Github](#) | [Portfolio](#) | [Notion](#)

PROFESSIONAL SUMMARY

Motivated Software Developer with 2-5 years of experience proficient in C#, Python, JavaScript, Java, and agile methodologies, and 0-1 years of experience in web technologies such as React and Node. Demonstrated ability in developing and troubleshooting modern APIs and applications while ensuring high-quality standards. Brings robust problem-solving skills and collaborative experience from diverse technical roles, eager to contribute to compliance-driven backgrounds and innovative software solutions.

CERTIFICATIONS

Google AI Essentials Certificate NPower/Coursera	Completed July 2024
Google UX Design Professional Certificate NPower/Coursera	Completed July 2024
CompTIA ITF+ Certification NPower Raleigh	Completed May 2024
CompTIA A+ 1101 Certification NPower Raleigh	Completed June 2024
CompTIA A+ 1102 Certification NPower Raleigh	Completed July 2024
Google IT Support Professional Certificate NPower/Coursera	Completed April 2024

EDUCATION

Node.js Student, Code the Dream – Durham, NC **July-Oct 2025**

Write standalone programs and web serving applications:

- NPM & Async Patterns
- Middleware, REST methods, Postman
- Query Parameters, JWT Basics
- Building/Attaching a Front End for an API
- Server Side Rendering with EJS
- Authentication with Passport
- Using EJS in a Database Application

React.js Student, Code the Dream – Durham, NC **Mar-June 2025**

Learn about APIs and develop an app using React.js demonstrating the following skills:

- React DOM and Components
- Props, Handlers, Hooks, Fragments, Reusable and Class Components
- Asynchronous Data, Conditional Rendering, Data Fetching and Refetching
- Forms and React Router, Styled Components, Sorting, Searches, Pagination

Unreal Engine 5 with [Cameron Williams](#), ELVTR **Dec 2024-Feb 2025**

- Gain experience in various areas of game design: narrative, design thinking, concepts, development, game loops

Information Technology Trainee, NPower - Raleigh, NC **Feb – July 2024**

Master of Fine Arts in Design & Technology GPA: 3.9 | New School, New York, NY **Graduated May 2022**

Bachelor of Fine Arts in Interactive Graphics GPA: 3.6 | UNC Wilmington, Wilmington, NC **Graduated Dec 2019**

EXPERIENCE

Spectrum Call Center, Spectrum, Raleigh, NC **Oct 2024 – Feb 2025**

Rep 1, Cust SVC Chat Repair

- Assisting an average of 50-100 customers daily via the AgentOS web-based chat platform, resolving complex service-related inquiries.

- Achieved a 95-98% customer satisfaction rating while addressing issues related to video, Internet, and phone products.
- Utilizing advanced diagnostic tools to troubleshoot and maintain seamless communication and technology services, with a resolution success rate of 96%.
- Coordinating approximately 50 escalations weekly with local management to determine the necessity of field technician visits, ensuring efficient resolutions.
- Successfully processed 100-150 chats weekly, while documenting account actions with 99% accuracy and adhering to quality standards.
- Consistently delivering exceptional customer experiences, contributing to Spectrum's industry-leading reputation for service excellence.

University Learning Center, The New School, New York, NY

Aug 2021 – May 2022

Tutor

- Provided academic support as a programming and software tutor to a diverse student body of over 7,000, reinforcing fundamental software development concepts.
- Facilitated debugging and webpage development support, applying programming expertise in languages such as C# and Java to resolve coding challenges.
- Instructed students in the use of software applications like Photoshop and MAYA, integrating technical insights and clear documentation practices to enhance learning.

UNCW Technology Assistance Center, Wilmington, NC

May 2017 - Jan 2020

IT Technician

- Assisted 17,000+ students and staff with software installation, malware/virus removal, and network connectivity.
- Floor managing including training new technicians and collaborating other technicians to troubleshoot software issues.
- Used ticketing systems to manage software issues, troubleshoot, and escalate tickets when necessary
- Took calls from UNCW professors, students and worked in-person with them to troubleshoot technical issues with their devices

TECHNICAL SKILLS AND SOFTWARE

- | | | |
|-------------------|-------------------|---------------------------|
| ✓ macOS (Mojave+) | ✓ Windows 10, 11 | ✓ Artificial Intelligence |
| ✓ Python | ✓ Troubleshooting | ✓ Project Management |
| ✓ HTML | ✓ CSS | ✓ JavaScript |
| ✓ C# | ✓ Java | ✓ Networking |
| ✓ UI/UX | ✓ Infrastructure | ✓ Technical Support |

TECHNICAL PROJECTS

Matching Master, React.js, Code the Dream

June 2025

- Matching Master is a memory card matching game built with React and Vite. Players can choose from different game modes such as color or Marvel character matching. After selecting a mode, the game starts with a shuffled grid of cards.
- Players flip two cards at a time to find matching pairs.
- The game tracks the number of attempts, and sound effects are triggered for card flips and game completion (with the option to mute all sounds).

Danger Space VS 2.0, Unreal Engine 5, ELVTR UE5 w/Cameron Williams

Dec-Feb 2025

- Danger Space is a first-person shooter/stealth game where players will navigate an overrun military camp and defeat all enemies. The player can go in guns blazing or stealthily take down their opponents.
- Created a Pitch, Game Design Document, and vertical slice executing the premise of the game
- Unreal Engine 5 with Blueprints & C++ (for expanded game)