

Dro Yessian

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Professional Summary

Computer Information Technology student at California State University Northridge and AWS Certified Cloud Practitioner with hands-on experience in Windows/Linux administration, virtualization, web development, and JavaScript programming. Built an educational healthcare website and a browser game. Brings experience in team supervision, onboarding, and compliance training.

Education

California State University Northridge | GPA 4.0

B.S. Computer Information Technology | August 2023 – Present

Glendale Community College | GPA 3.5

A.A. Social Science | August 2018 – June 2023

Experience

Produce Team Educator | Whole Foods Market | September 2022 – Present

- Supervise daily department operations and use scheduling software to coordinate team activities.
- Facilitate onboarding and deliver role-specific training and hands-on orientation for new hires.
- Maintain digital compliance training records and merchandise produce using planograms and FIFO rotation.

Stockroom Manager | Hollister Co. | August 2018 – April 2022

- Managed stock associates, delegated tasks, and oversaw daily stockroom workflows.
- Organized stockroom bays, processed shipments, and stocked merchandise to maintain inventory accuracy.

Projects

HealthBridge Medical | Educational Healthcare Web Application

Apache, PHP, MariaDB, HTML, CSS, JavaScript, Ubuntu Linux, Git/GitHub

- Built healthcare website interfaces for registration, login, appointments, services, and contact, with JavaScript form validation and password visibility controls.
- Configured an Ubuntu virtual machine with Apache, PHP, and MariaDB; created an account database, database user permissions, and PHP database connectivity.
- Developed reusable navigation and UI components and maintained source code using Git and GitHub.

Shattered Souls | 2D Browser Game

JavaScript, Phaser, Vite, Git/GitHub

- Developed a 2D action platformer with movement, sword combat, dodging, health, stamina, checkpoints, enemy AI, and a boss encounter.
- Integrated sprite animations and implemented collision detection, damage handling, and death, restart, and victory systems.
- Debugged camera, physics, collision, and animation issues through iterative gameplay testing; maintained source code using Git and GitHub.

Certifications

AWS Certified Cloud Practitioner

Skills

Cloud and Infrastructure: AWS, Windows System Administration, Ubuntu/Linux, Linux Scripting, Apache, Server Rack Setup, Basic Networking

Virtualization: VMware vCenter Server, VMware ESXi, VMware Workstation, VirtualBox

Programming and Databases: Java, JavaScript, PHP, HTML, CSS, SQL, MariaDB

Development Tools: Git, GitHub, VS Code, Vite, Phaser