Erin Van Brunt

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Front-end Software Developer

Full-stack software engineering graduate with an emphasis on front-end user design. Devoted to creating user friendly, sleek, streamline products.

Titled a "unicorn," with a background in hospitality management, the tech industry & a dedicated artist.

Most previously, managed restaurants prioritizing excellence in high-end customer relationships, human resources, marketing, collaborating & team building. Often running & training front-house-house teams of up to 15 people.

Prior to that worked as a Layout Engineer for integrated circuit's in both analog & digital devices. This career required meeting deadlines under strict time constraints in a fast paced work environment, staying abreast with current technological trends, & collaborating with teams of up to 20 engineers from other fields.

For years in my free time I have created books of watercolor, ceramic sculptures & have mastered many instruments.

Skills

Full Stack, Javascript, Typescript, Ruby, Rails, Python, HTML5, CSS3, API, RESTful Routing, MVC Framework, JSON, React.js, Axios, Fetch, Active Record, Sinatra, VScode, MongoDB, Structured Query Language, PostgresSQL, B-crypt, Authorization, Node.js, Next.js, Heroku, Netlify, Git/Github, User Interface Design, Operational Analysis, Database Management, MacOS, Windows, Visual Studio Code

Projects

Jungle Tetris | July 2022

A single player, multi-level, keyboard input vintage arcade game that uses **React**, **JavaScript** & **Custom Hooks** to generate & manage many geometric shapes called "tetrominoes". The game is managed by game-state stored in **redux**, nested arrays, controllers, dynamic renderings. Containing grid blocks & **CSS** grids, animation, & flex-box.
<u>Github</u> | <u>Video Walk Through</u> | <u>Code Walk Through</u>

The Castle Shop | January 2022

E-commerce application built using **MVC Framework**, **Ruby on Rails** for database management, as well as **User Authentication**. With a **React** front-end with fetches data across multiple accounts. User is able to see their previous purchases, as well as other user's purchased castles via a manufactured back-end table associations, engaging through foreign keys, with many-to-many / one-to-many relationships. Other tech used: **JavaScript, HTML, CSS, Gemfile, Node.js, Sinatra, Postgres SQL, Fetch**
<u>Github</u> | <u>Video Walk Through</u>
• Fabricated migrations, seeds, database calls & tables in rake console terminal.
• Operated **JSON Web Tokens** & **B-crypt Authenticate** to safely store user's data.
• Coordinated & controlled all **Github** merges & merge conflicts. This produced code that was highly legible for all 3 students in the project. Orchestrated product management, through agile software development.

Tic Tac Toe | June 2022

Single player, purely front-end **React JSX** game using **Javascript Logic**. Complete with innovative **CSS** styling, lifted state to track user's place in game & save user's winnings in a way that the data persists in a **SQL** database. Utilized React's **useState** & **useEffect** to control game state. Built links & page state using **React-Router-Dom** & **useHistory**.

Github | Video Walk Through

Professional Experience

Restaurant Manager | April 2014 - March 2020

Alamo Draft House, San Antonio, TX | Persephone, Aptos, CA | Mazzi's, Eugene, OR
• After only 6 months at first hospitality position I was moved into management.
• Led the front of house team of 15 employees, practicing open-mindedness & teamwork in my leadership role. Serving 150 - 300 customers daily.
• Responsible for training, organizing, supervising & evaluating staff, enabling them to maintain excellent customer experience & keep the restaurant running smoothly.
• Handled writing schedules, updated social media, completed weekly stocking product orders & stayed up to date on book keeping, in order to certify the restaurant was in working order, correctly advertised & was financially successful.
• Hired staff that had the correct certifications & knowledge of the competitive trade, brought a level of professionalism, inspiration & dependability to the environment.

Layout Engineer | February 2011 - March 2015

Analog Devices | San Jose, CA
• Yielded analog & digital layout designs for integrated circuits in mobile phones.
• Being very passion filled & detail oriented, I worked closely with employees from all departments to ensure we came out with the best product.
• Created & refined a high quality product that brought costs down, ran functionally & established the product & layouts were dry & concise.
• Projects had strict deadlines of 6-8 months, with teams of 10-20 engineers from other departments to deliver MVP.
• Ability to develop & iterate on ideas / concepts through creativity in problem solving & the capability to think outside of established solutions.

Education

Flatiron, Denver, CO: Full Stack Software Engineering Live 2022
General Assembly, SEA, WA: Software Engineering Immersive 2021
Silicon Design Institute, Santa Clara, CA: Mask Design / Layout Engineer 2011-2013
P.C.C., Portland, OR: Art / Math Major 2009-2011
Cabrillo College, Aptos, CA : Art History Major 2007-2009
Harbor High School, Santa Cruz, CA: Class of 2007