Erin Van Brunt
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LinkedIn | GitHub | Medium Blog

Front-End Software Developer

As a versatile "unicorn" blending art and technology, I am a Full-Stack Software Engineer specializing in front-end development. I excel at creating user-friendly, responsive web applications, focusing on performance optimization, modular design, and delivering high-quality user experiences. My strong problem-solving skills and collaborative mindset consistently bring innovative, visually engaging solutions to life.

Technical Skills

Languages: Java, JavaScript (ES6+), TypeScript, Ruby, Python, HTML5, CSS3, SQL
Frameworks & Libraries: React.js, Redux, Ruby on Rails, Node.js, Next.js, jQuery, Sinatra, MVC Architecture
Databases: MongoDB, PostgreSQL, MySQL, SQLite
Tools & Platforms: Git/GitHub, Webpack, Babel, VScode, Heroku, Netlify, GCP
APIs & Integration: RESTful APIs, JSON, JWT, Fetch, Axios, GraphQL
Testing/Debugging: RSpec, Jest, Cypress, ESLint, Prettier, Chrome DevTools, TDD/BDD
Design: Adobe XD, Sketch, Figma, Wireframing, Prototyping, Responsive Design, CSS Grids, Flexbox
Methodologies: OOP, Data Structures, Algorithms, Agile/Scrum, Version Control, CI/CD

Projects

Erin's Games Portfolio | *Ongoing*
- Developing interactive games with a focus on state management using Redux and responsive design using CSS Grids and Flexbox.
- GitHub

Jungle Tetris | *July 2022*
- Created an arcade game using React, Redux, and Custom Hooks, implementing dynamic layouts with CSS Grids and integrating state management for seamless gameplay.
- GitHub | Video Walkthrough

The Castle Shop | *January 2022*
- Built an e-commerce platform with Ruby on Rails and React, integrating complex database relationships with Active Record and enhancing the shopping experience with efficient front-end components.
- GitHub | Video Walkthrough

Tic Tac Toe | *June 2022*
- Developed a React-based single-player game with persistent state management using React's useState and useEffect hooks, and implemented responsive UI navigation using React-Router-Dom.
- GitHub | Video Walkthrough

Professional Experience

Restaurant Manager | *April 2014 - Present*
Alamo Drafthouse, San Antonio, TX | Persephone, Aptos, CA | Mazzi's, Eugene, OR
- Led teams of 15+ employees, optimizing operations to increase customer satisfaction and drive sales by 20%.
- Managed scheduling, inventory, bookkeeping, and social media marketing, ensuring compliance with health and safety regulations.

Layout Engineer | *February 2011 - March 2015*
Analog Devices, San Jose, CA
- Designed and optimized over 50 analog and digital layouts for ICs in mobile devices, including RF, analog, and mixed-signal circuits.
- Utilized CAD tools such as Cadence Virtuoso and Mentor Graphics for schematic capture and layout design, ensuring precise alignment and adherence to design rules.
- Conducted DRC and LVS verifications to ensure integrity and manufacturability, reducing error rates by 30%.
- Implemented advanced layout techniques, driving improvements in design efficiency and overall project outcomes.

Education

Flatiron School | Online
Full-Stack Software Engineering | 2022
- Intensive 15-week bootcamp focusing on full-stack web development, including JavaScript, React.js, Ruby on Rails, and Python.

General Assembly | Online
Software Engineering Immersive | 2021
- Comprehensive program covering key programming languages, Agile/Scrum, and full-stack development.

Arizona State University | Online
Principles of Programming with Java | 2023
- Focused on OOP, data structures, algorithms, and Java fundamentals.

Silicon Design Institute | Santa Clara, CA
Mask Design / Layout Engineer | 2011-2013
- Specialized in IC design and layout for analog and digital devices.

Portland Community College | Portland, OR
Art / Mathematics Major | 2009-2011

Cabrillo College | Aptos, CA
Art History Major | 2007-2009

References available upon request.