

# Erin Van Brunt

## Front-end Software Engineer

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### Skills

Full-stack, Javascript, Ruby, Rails, Python, HTML5, CSS3, Canvas, API, RESTful Routing, MVC Framework, JSON, React.js, Axios, Fetch, Active Record, Sinatra, VScode, MongoDB, SQLight, PostgreSQL, Authorization, Node.js, Next.js, Heroku, Netlify, Git/Github, User Interface Design, Operational Analysis, Database Management, MacOS, Windows

### Projects

#### Flatiron | C3PO's Library of Creatures | 2022

*React.js, JSX, Ruby, State, React-router, React-router-dom, SQL, Fetch, Sinatra, Active Record*

- Created table associations with foreign keys that involved many-to-many relations & one-to-many relationships.
- Fabricated migrations, seeds, database calls, & tables in rake console terminal.
- Fetched data from back-end Ruby / sqldb app to a front-end React.js app kept in a second repository.
- Created class & instance methods that persists a session to keep the user's collection.

#### Flatiron | Hacker's Challenge (Game) | 2022

*React.js, JSX, Dynamic JS, useState, useEffect, React-router-dom*

- Worked with a partner to create a CSS keyframe animated game that quiz the user on Javascript.
- Used state to track user's place in game & save user's winnings in a way that the data persists in a SQL database.
- Employed useEffect & useHistory from react-router-dom 5.2 to load functions at specified intervals during game play, and change the browser page.

#### General Assembly | Q-tip & the Race to Sleep (Game) | 2021

*HTML, CSS, JavaScript, Canvas*

- Implemented a technical parallax game in the web browser that uses keyboard engagement.
- Designed & engineered the front-end in custom styling, DOM manipulation & Canvas for animation.
- Constructed interactive auditory clips using public mp3s for user experience.

#### General Assembly | Casterly Rock Municipal Website | 2021

Foreign API, SQL, JavaScript, PostgreSQL, JSON, Web Tokens, jQuery

- This react application displays data pulled from A Song of Ice & Fire API.
- Implemented a local database on the server.
- Used JSON Web Tokens to authenticate users, & safely store their data.

#### General Assembly | Fortune Teller App | 2021

Github, MERN auth, Javascript, CSS, JSON data-storage, Netlify, MongoDB

- Coordinated & controlled all Github merges & merge conflicts. This produced code that was highly legible for all 3 students in the project. Used scrum project management.
- Orchestrated product management, through agile software development & innovation, what the group members should focus on, & maintain efficiency.
- Executed a live website on Netlify that used MERNauth to protect users, a react app for the client / front-end & a mongo database that stored info in collections on the server / back-end.
- Using Javascript logic & a JSON file, we were able to randomly generate "wisdoms" for the user to read & save.
- Instituted engaging styling using css, keyframe animation & gifs.

## **General Assembly | Choose Your Own Adventure (Game) | 2021**

Javascript, Canvas, React, JSX, React-router-dom, CSS

- Launched a game using Javascript logic, react-router-dom & react.
- Established data storage in useState.
- Formed a binary tree that stores all possible decisions, as well as current animated sprites.
- Designed a multi-platform product that has usability on smartphones/Android/iPhone/mobile platforms, tablets/iPad & all current browsers.

## **Professional Experience**

### **Restaurant Manager | 2014-2020**

Alamo Draft-house, San Antonio, TX | Persephone, Aptos, CA | Mazzi's, Eugene, OR

- Led the front of house team of 20 employees, practicing open-mindedness & teamwork in my leadership role.
- Responsible for training, organizing, supervising & evaluating staff, enabling them to maintain excellent customer experience & keep the restaurant running smoothly.
- Handled writing schedules, updating social media, completing weekly stocking product orders & staying up to date on book keeping, by strategic thinking, in order to certify the restaurant was in working order, correctly advertised & was financially successful.
- Hiring staff that had the correct certifications & knowledge of the competitive trade, bringing a level of professionalism, inspiration & dependability to the environment.

### **Mask Designer / Layout Engineer | 2011-2015**

Analog Devices | San Jose, CA

- Yielded analog & digital mask 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.
- Creating &/ or refining, a high quality product that brought costs down, ran functionally & established the math, product & layouts were dry & concise.
- Learned critical thinking, attention to detail, adaptability, a strong work ethic, effective communication & organization.
- Ability to develop and iterate on ideas/concepts through creativity in problem solving and the ability to think outside of established solutions.

## **Education**

### **Flat Iron, Denver, CO: Full-stack Software Engineering Live 2022:**

Being a software engineer requires more than knowing how to code or build a web application. This program teaches you to learn to think, and build, like software engineers — from developing coding proficiency to gaining an understanding of how products are designed and managed. Students develop key skills through interactive labs, lectures, and close collaboration, showcasing progress through Portfolio Projects. While the bulk of the material covered encompasses the Ruby and JavaScript ecosystems, we carefully designed our curriculum to prepare students to launch software engineering careers, independent of any specific language or technology.

### **General Assembly, SEA, WA: Software Engineering Immersive 2021:**

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, & team collaboration strategies. Developed a portfolio of individual & group projects.

**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