Bryan Guner
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Skills:

Languages: JavaScript ES-6, NodeJS, HTML5, CSS3, SCSS, Bash Shell, SQL, MATLAB, Python, C++
Frameworks / Libraries: React, Redux, ExpressJS, Gatsby, NextJS, Ant-Design, SCSS, Loadash, Jest, Sequelize, GraphQL, AJAX
Databases: PostgreSQL, MongoDB, SQlite3
Tools: Figma, Git, AWS S3, Heroku, Docker, Jira, Trello, Confluence, Netlify, Digital Ocean, VSCode, Google Analytics, Excel
Operating Systems: Linux, Windows (WSL), IOS

Projects

Gatsby-GraphQL-Blog   Live Site GitHub

JavaScript, React / Gatsby | GraphQL | SCSS | Lodash | Jamstack | Facebook Comments API | jQuery

A web development blog, featuring convenient web development tools and interactive content.
- Implemented several Gatsby page models and GraphQL schema to fetch markdown content and feed it into react components.
- Designed and integrated a set of convenient web-hosted developer tools and GUI interfaces.
- Added interactive content including comments, video conferencing, data-structure visualization, games and full text search.

Autonomously Triggered Guitar Effects Platform   Live Site GitHub

C++ | Python | MATLAB | PureData

Platform designed to analyze a time sequence of notes and autonomously trigger guitar effects at a predetermined point in the song.
- Successfully completed and delivered a platform to digitize a guitar signal and perform filtering before executing frequency & time domain analysis to track a current performance against pre-recorded performance.
- Implemented the Dynamic Time Warping algorithm in C++ and Python to autonomously activate or adjust guitar effect at multiple pre-designated sections of performance

Family Promise Service Tracker   Live Site GitHub

React | ExpressJS | Figma | Okta

An app built to helps local communities coordinate their compassion to address the root causes of family homelessness.
- Collaborated on state management using Redux to handle application state and middleware using redux-promise & redux-thunk.
- Built two graphic visuals of the user hierarchy and the scope of their permissions.
- Created Figma UI mockups of possible future developments, i.e., displaying metrics data and map pinpoint functionality.

Data Structures Playground   Live Site GitHub

jQuery | ExpressJS | Google Analytics |Algolia Full Text Search | Amazon S3

A website for visualizing and practicing data structures and algorithms in JavaScript & Python.
- Implemented an repl.it backend to enable commenting using express and the fs module to write user comments to a storage.json file.
- Developed proprietary npm package to recursively walk the project directory structure and generate a site navigation page.
- Created multiple embedded data structure visualizations that interact with user input.
- Automated the generation and (submission to Google, Bing, and Yandex) of a sitemap on every build.

Experience

Product Development Engineer | Nov 2019 - Mar 2020

Cembre, Edison, NJ
- Converted client's product needs into technical specs to be sent to the development team in Italy.
- Reorganized internal file server structure and conducted system integration and product demonstrations.
- Presided over internal and end user software trainings in addition to producing the corresponding documentation.
- Served as the primary point of contact for troubleshooting railroad hardware and software in North America

Education

Lambda School, *Full Stack Web Development*   **May 2020 - Nov 2021**
Six-month immersive software development course with a focus on full stack web development. Over 2000 hours of work invested including class time, homework, and projects.

B.S. Electrical Engineering, TCNJ, Ewing NJ   **2014 – 2019**
Knowledge of circuit boards, processors, chips, electronic equipment, and computer hardware and software, including applications and programming.