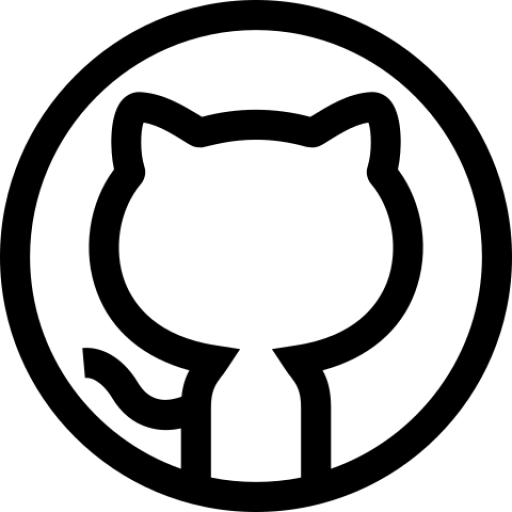
Bryan Guner

*Front-End Software Engineer*

bryan.guner@gmail.com

*551-254-5505*

https://goofy-euclid-1cd736.netlify.app

*github.com/bgoonz*

# Relevant Experience

## Engineer @ Upstatement

*May 2018 - Present // Boston, MA*

▹ Write modern, performant, and robust code for a diverse array of client and internal projects

▹ Work with a variety of different languages, frameworks, and content management systems

such as JavaScript, TypeScript, React, Vue, NativeScript, Node.js, Craft, Prismic, etc.

▹ Communicate and collaborate with multi-disciplinary teams of engineers, designers, producers, clients, and stakeholders on a daily basis

## Studio Developer @ Scout

*Jan - April 2018 // Boston, MA*

▹ Worked with a team of three designers to build a marketing website and e-commerce platform for blistabloc, an ambitious venture originating from Northeastern

▹ Helped solidify a brand direction for blistabloc to span across print, packaging, and web

▹ Interfaced with clients on a weekly basis, providing technological expertise and knowledge

## UI Engineer Co-op @ Apple

*July - Dec 2017 // Cupertino, CA*

▹ Developed and shipped highly interactive web applications for Apple Music using Ember

▹ Built and shipped the Apple Music Extension within Facebook Messenger leveraging third-

party and internal APIs

▹ Architected and implemented the front-end of Apple Music's embeddable web player widget, which lets users log in and listen to full songs in the browser

▹ Contributed extensively to MusicKit.js, a JavaScript framework that allows developers to add

an Apple Music player to their web apps

## Studio Developer @ Scout

*Jan - June 2017 // Boston, MA*

▹ Collaborated with a small team of student designers to spearhead a new brand and design system for Scout’s inaugural student-led design conference at Northeastern

▹ Worked closely with designers and management team to develop, document, and manage the conference’s marketing website using Jekyll, Sass, and JavaScript

## Software Engineer Co-op @ Starry

*July - Dec 2016 // Boston, MA*

▹ Engineered and maintained major features of Starry's customer-facing web app using ES6, Handlebars, Backbone, Marionette, and CSS

▹ Proposed and implemented scalable solutions to issues identified with cloud services and applications responsible for communicating with Starry Station

▹ Interfaced with user experience designers and other developers to ensure thoughtful and

coherent user experiences across Starry’s iOS and Android mobile apps

## Creative Technologist Co-op @ MullenLowe U.S.

*July - Dec 2015 // Boston, MA*

▹ Developed and maintained code for in-house and client websites primarily using HTML, CSS, Sass, JavaScript, and jQuery

▹ Tested sites in various browsers and devices to ensure cross-browser compatibility and mobile responsiveness

▹ Clients included JetBlue, Lovesac, U.S. Cellular, U.S. Department of Defense, and more

# Skills

**Programming Languages** JavaScript ES-6, NodeJS, React, HTML5, CSS3, SCSS, Bash Shell, Excel, SQL, NoSQL, MATLAB, Python, C++

**Libraries & Frameworks**

jQuery, React, Gatsby, Vue, Node.js, Express, Jekyll

## Tools & Platforms

Git, Gulp, Webpack, Netlify, Heroku, Docker, Firebase, AWS, Google App Engine, Digital Ocean, Azure Cloud Services

## Tools

## OS: Linux, Windows, IOS

## Data Base: PostgreSQL, MongoDB

**Agile:** GitHub, BitBucket, GitLab, Jira, Confluence, Gitbook

# Education

## TCNJ

*2014 - 2019 //Ewing, MJ*

## B.S. Electrical Engineering

# Projects

## Spotify Profile

## Team Lead

* 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 prerecorded performance. Implemented the Dynamic Time Warping algorithm in C++ and Python to autonomously activate or adjust guitar effect at multiple pre-designated section of performance.

# Interests

# Audio Production, Web Development, Digital Signal Processing, Guitar, Hockey