Brittney D. Cavazos

California | (559)908-8009 | Brittney.cavazos@gmail.com | U.S. Citizenship

Objective

Software developer with a strong foundation in visual design principles and a growth mindset. Brings an ability to blend creative design expertise with technical development skills. Seeking employment in front-end development for mobile or web.

Education

Western Governors University | UT   *January 2024 – Present*
Bachelor of Science in Software Engineering   *Expected Graduation, January 2026*
Fresno City College | Fresno, CA   *2014 – 2017*
Certificate - Graphic Communications

Skills & Certifications

Programming: React, React Native, Python, HTML, CSS,
Software: GitHub, Visual Studio Code, Postman, Swagger, DBeaver, Adobe Photoshop, Adobe Illustrator
Certifications: Amazon Web Services Cloud Practitioner 2024 - 2027

Experience

Bitwise Industries | Fresno, CA   *May 2022 – June 2023*
Software Engineer

- Completed features with React Native with Typescript, Expo, Redux, and Styled Components.
- Collaborated with senior developers to update apps, create new features, and fix bugs in a SCRUM environment.
- Contributed effectively to a team and occasionally led stand-up meetings.

AlphaWorks Technologies | Fresno, CA   *February 2021 – May 2022*
React Apprentice

- Learned to leverage the power of ReactJS.
- Adapted to new technologies and delivered results in a professional setting.
- Co-taught a 6-week course to assist and motivate others to learn the basics of web development.

3INK Productions / Smashing Factory | Fresno, CA   *January 2018 – April 2020*
Production Artist

- Created precise color separations, design proofs, and artwork used by both local and nationwide companies.
- Played a key role in the quality-control process by approving test prints, and meticulously checking registration and color matching against Pantone swatches to ensure accurate reproduction of designs.
- Maintained effective communication with customers, actively engaging in discussions to ensure clarity and understanding of design requirements, resulting in successful execution and customer satisfaction.

Projects

Love Unmasked
Software Engineer @ Bitwise Industries
A team-based project built with React Native, Expo, Typescript, and PostgreSQL. A mobile dating app targeted towards individuals who work in healthcare.

- Integrated data from the back end with Redux Toolkit.
- Worked in a cross-functional team to build a complex matchmaking app.

Tatstat.io
Software Engineer Apprentice @ AlphaWorks Technologies
A team-based project built with React Native, Expo, and GraphQL. A mobile app created to connect tattoo artists with potential clients.

- Executed tickets with the use of libraries, APIs, and programming languages.
- Worked with APIs and asynchronous code to pull data for an auto-complete feature.