

Brady Snuggs

Full Stack Developer

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Education

DevMountain
Provo, UT
Coding Bootcamp Graduate
Aug, 2018 – Nov, 2018

University of N.C. Greensboro
Greensboro, NC
B.A. English
Aug, 2009 – Dec, 2013

Skills

- HTML
- CSS
- JavaScript
- PHP
- JSX
- AWS
- Google Cloud Platform
- React.js
- React Native
- Node.js
- Express
- Docker
- SASS
- Tailwind
- Material-UI
- REST APIs
- PostgreSQL
- MySQL
- Firebase
- GCP – BigQuery
- OAuth2.0
- Linux Commands

CAREER SUMMARY

An ambitious developer with a history of working in both self-starting and collaborative environments. I take pride in my ability to solve complex problems with simple solutions, satisfying business requirements, looking forwardly into technologies that deprecate and impact company operations and making the necessary preparations to circumvent impediments, and having a keen eye for recognizing inefficiencies and improvements to legacy systems.

WORK EXPERIENCE

Full Stack Web Developer

Rock Solid Internet Services

June 2021 - current

📍 American Fork, UT

- Developer on [XPS Team](#) for 6 months; Worked collaboratively on a small team of 4, fixed bugs in React.js and PHP5.6, refactored and consolidated legacy code, and worked with third-party endpoints for ecommerce integration APIs such as Bonanza, Etsy, and Shopify and their various OAuth flows.
- Implemented weight calculation function to automatically calculate an order weight along with chosen shipment package weights which are integral to the core functionality of shipment placements, spearheaded systems-wide project that allowed users to update orders by adding multiple packages en masse.
- Developer on [REMS Team](#); Worked collaboratively on a team of 5, assisted team lead with migrating our backend from PHP5.6 to PHP7.4, and then subsequently assisted in migrating PHP7.4 to 8. Additionally, I assisted in bug fixes and served as a guide for shared issues between XPS Webship and REMS.

Full Stack Web Developer

Callforce

May 2020 - June 2021

📍 Lehi, UT

- Received HIPPA training, worked largely on Callforce's in-house [console](#) application which served as an interface between our callers and client's patients, wrote GCP cloud functions for employee statistic report generation and PMS (Practice Management Software) list conversions, and fixed various bugs while providing employer requested features.
- Wrote and released Callforce's client [portal](#) within a tight, two-month deadline. This application served as an interface between Callforce's clients and the appointments created by our callers. The

clients could view appointments scheduled, caller's notes, treatments, insurance verification logs, urgent items, and edit their notification settings. As part of this project, I satisfied a client's \$20,000 request for an insurance verification table.

- Frontend stack for Callforce's console application consists of React with material-UI components, the portal consists of React with Tailwind components, and they are both backed by GCP's cloud-functions for service calls to Firebase's noSQL database and GCP's BigQuery SQL database.
- Wrote an electron application for handling the parsing of patient lists of DSOs (Dental Service Organizations) into CSVs for each respective office. Patient lists range from hundreds to hundreds of thousands of rows which are filtered by last visit date and consolidated into family groups.

Wordpress/React/Node Web Developer

Freelance Contractor

November 2019 - May 2020

 Remote

- Implemented React, Konva, jQuery, jsPdf, Pdfjs, Font-Awesome, Redux, and Redux-Thunk to build an interactive mapping tool so water inspectors can track and document their progress reliably with the ability to export their maps for [ComplianceGo](#).
- Familiar with cPanel interface, DNS updates, hosting procedures, SSL certs, WordPress installation, and Divi basics.
- Responsible for providing accurate estimates and updating clients on features completed for timely releases of their products via Skype, Google Docs, and Trello.

Project Manager/Web Developer

[Bright Bridge Web](#)

February 2019 - November 2019

 Provo, UT

- Managed a team of web developers on a weekly basis, created project and feature estimates, informed the client with end of week reports of our progress, negotiated through compromising features, participated in SPRINTs/STANDUPS, and regularly reported to other project managers with updates on the features assigned to me.
- Professional experience in React, React-Native, WordPress, PHP, Git, Gitlab, Bitbucket, and related libraries, version controls, frameworks, and object-oriented languages.

PROJECTS

VR-Art-Gallery (Partnered)

November 2018 - February 2019

vrartgallery.org

VR-Art-Gallery is a full stack, virtual reality application built in react and deployed in preact. Users can view galleries created by others, favorite them, share them, or create their own using photo albums as collections of art. VR-Art-Gallery was designed to bridge social network features to virtual reality without the hassle of having to commit personal data.

- Express, massive, and postgresSQL for handling requests and database for the backend, and CSS, JavaScript/Jquery were used for the stylings on the frontend.
- A-frame, aframe-react, aframe-physics-system, aframe-extras, aframe-star-system-component, and aframe-roomcomponent were all used in harmony throughout the creation of the 3d environment. All imported 3d models, music, and textures were either under a royalty free or creative commons license.
- Redux was used as a solution to a runtime error in requesting user images in the mounting of the gallery component, and transferred images' urls to the asset management system file before the gallery rendered.

Checked (Group Project – DevMountain's Capstone)

October 2018 - November 2018

chessmates.net

A chess app with multiplayer interactivity. User can create an account, play other users, keep track of their game history, has a rating, can chat with other users, and strive to be at the top of our leaderboard. This was an exercise in handling dense functionality and creating a fun UE for chess enthusiasts.

- PostgreSQL, Massive, and Express were used to track user ratings, wins/losses, game info, general user info, and used for database and handling calls.
- Socket.io, chessboard.jsx, and chess.js were used for multiplayer interactivity on a chessboard with built-in chess logic. Socket.io was used for chat feature in gameboard component.
- SASS was used for stylings on all components.