

# Brennan Flood

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[Github](#)

[LinkedIn](#)

[Personal Site](#)

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**SKILLS** React, Rails, JavaScript, Ruby, jQuery, Redux, TDD, HTML5, CSS3, SQL, Git, MongoDB, Express, Node, Apollo, GraphQL

## PROJECTS

**Study-fi** (JavaScript, React, MongoDB, Express, Node, GraphQL, Apollo, HTML5, CSS3)

[Live Site](#) | [Github](#)

*Music application based on 'Spotify'*

- Created a custom HTML5 audio player using React, complete with queue, volume and progress sliders, and shuffle functionality
- Implemented Voice-to-Text functionality utilizing the Web Speech API allowing users to search for artists, songs, or albums, providing a more robust user experience
- Managed requests to the MongoDB database using GraphQL and React / Apollo, and stored MP3s through AWS S3 buckets

**BlissCord**(Ruby on Rails, JavaScript, React, PostgreSQL, HTML5, CSS3)

[Live Site](#) | [Github](#)

*Chat application based on 'Discord'*

- Developed a text based live-chat app utilizing Action Cables and WebSockets in Ruby on Rails / React creating a continuous messaging connection for users to enjoy
- Designed as a single-page web application by use of AJAX requests, and the React / Redux lifecycle increasing user experience
- Enabled the creation of custom servers by users to create public communication channels in addition to private direct messaging

**DemonSlayer** (JavaScript, Canvas, Firebase, HTML5, CSS3, Webpack, Node)

[Live Site](#) | [Github](#)

*Beat-em-up browser game*

- Developed a 2D game using an HTML5 Canvas element to draw objects / images, alongside custom JavaScript code to handle physics simulation, collision detection, and Intelligent enemy movement patterns
- Implemented sprite animations drawn on the player and enemy objects, as well as sound effects, giving the game a heightened production quality
- Stored the players value of "enemies defeated" by means of Firebase for online high-score functionality increasing engagement

**NoobTube** (JavaScript, React, MongoDB, Express, Node, Redux, HTML5, CSS3 )

[Live Site](#) |

[Github](#)

*Video application based on 'Youtube'*

- Integrated the Video-React Library allowing for the seamless streaming of videos from the urls stored in the Mongo database
- Added functionality for the liking of and commenting on videos, enabling an interesting and lively community for users

## EXPERIENCE

**Aida Content Management**

**New York, New York**

*Manager of Business Development*

July 2018 – July 2019

- Responsible for client outreach and company networking: contacted potential clients discovered through LinkedIn and at networking events / conferences to schedule meetings and conduct business
- Researched and developed documentation and user instructions for the company's image / video meta-tagging software
- Attended several tech conferences in New York to find associates in the field of machine learning in order to integrate auto-tagging to our software, thus furthering my understanding and familiarity with many technological concepts

**Tulane Law Library**

**New Orleans, Louisiana**

*Front Desk Attendant*

April 2015 – May 2018

- Tasked with updating the barcodes of library books to new RFID chips, as well as logging them in the library database to vastly increase the efficiency of checkouts as well as theft monitoring
- Responsible for handling, tracking and fulfilling materials requests using relational database management systems

## EDUCATION

**App Academy**

**New York, New York**

*Curriculum of Study in Web Development (Ruby on Rails and JavaScript)*

August 2019 - January 2019

**Tulane University**

**New Orleans, Louisiana**

*Bachelor of Science in Mathematics*

Class of 2018

**Achieved Rank of Eagle Scout, Boy Scouts of America**

**Ridgewood, New Jersey**