Brian Poblete

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EDUCATION

M.S. in Computer Science   May 2023 – Dec. 2024
Florida State University (FSU) - Graduate School
- **Vice President** - Association for Computing Machinery - FSU Chapter
- Graduate Research Assistant

B.S. in Computer Science - 3.643 GPA   Aug. 2021 – May 2023
Florida State University

PROFESSIONAL EXPERIENCE

Web Developer   Mar. 2022 – May 2023
Venerate Agency - JavaScript, TypeScript, React, SCSS, Accessibility
- Increased customer engagement and improved conversion rates for **The Gap, Old Navy**, and other brands using React and Styled Components.
- Built and maintained React-based components to keep up with the needs of the client. Ensured all code written was logical and maintainable.
- Implemented web accessibility features such as keyboard navigation and screen-reader optimization to ensure ADA compliance.

Research Assistant   May 2023 – Dec. 2024
FSU Dept. of Computer Science - C#, Visual Studio, User Research, Documentation
- Conducted research on the traffic monitoring system of the Florida Department of Transportation (FDOT).
- Identified usability pain points, optimizing user experience, reducing friction in data analysis and quality control.
- Leveraged automated tools to increase code readability, add missing documentation, and improve upgradeability.

Frontend Engineer   May 2024 – July 2024
National High Magnetic Field Laboratory - Python, Qt Framework
- Development of state-of-the-art data visualization tools for mass spectrometry data.
- Implemented custom, open-source Python libraries into a PyQt-based and cross-platform (macOS and Windows) desktop application.
- Collaborated with scientists and engineers to create a user-friendly interface for data analysis to exponentially increase efficiency of mass-spectrometry research.

OPEN SOURCE CONTRIBUTIONS

Open Props CSS Docsite | *CSS, JavaScript*
- Proposed and implemented a feature enhancement to the documentation site for the popular Open Props CSS library.
- Partnered with renowned library author, Adam Argyle of Google.
- 18K weekly NPM downloads, 5.4K GitHub Stars

MDN Web Docs | *Web APIs, MDN, Software Documentation*
- Committed critical, missing information to the docs on the new View Transitions API.
- Improved readability of the docs by enhancing quality of implementation examples.
- 8.6K GitHub Stars

SolidJS Framework Documentation | *SolidJS, Software Documentation*
- Committed styling, formatting, and content fixes to improve readability for SolidJS developer documentation.
- Collaborated with SolidJS core team on Discord to improve quality and maximize impact of my pull request.
- 234K weekly NPM downloads, 30.7K GitHub Stars

SKILLS

Languages: JavaScript, TypeScript, SASS/SCSS, HTML, CSS, Python, PHP, C, C++, C#
Frameworks: React, Node.js, SolidJS, Astro, Svelte, Tailwind, PyQt
Developer Tools: Git, CI/CD, Docker, WordPress, Drupal
Other: Web Accessibility, ARIA, UX Design, Figma, REST APIs, MySQL, SQLite, MS SQL Server

Personal Projects

Warframe Group Finder | *React, TypeScript, Fullstack, APIs, Bun, Node.js, Unit Testing*
- Online tool that lets Warframe players find groups to play specific missions with.
- Parsing videogame APIs to display data on in-game items to allow players to efficiently acquire rewards.
- Fullstack application built with React, SQLite, and Bun, a modern Node.js alternative.
- Implemented Unit Tests using Bun's built in testing framework inspired by Jest.

Frontend Mentor.io | *TypeScript, SCSS, SolidJS, Vite, Tailwind, Astro, Svelte*
- Collection of components and webpages built according to design specifications using experimental web dev technologies.
- Originally built with SolidJS, I branched out to experiment with Astro, Tailwind, and Svelte.
- Performing code reviews and assessing the accessibility, responsiveness, and design accuracy of other developers' solutions.

Personal Blog Website | *Astro, TypeScript, Open Source*
- Built with Astro, SCSS, and TypeScript. Hosted on Vercel.
- Writing educational blog posts that showcase by experiences with various technologies.