

Brian Poblete

Frontend Developer

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SKILLS

Languages: HTML, CSS, JavaScript, TypeScript, SASS/SCSS, PHP

Frameworks: React, NodeJS, SolidJS, Astro, Tailwind

Developer Tools: Git, CI/CD, Docker, WordPress, Drupal

Other: REST APIs, Web Accessibility, ARIA, UX Design, Figma, SQL

PERSONAL PROJECTS

[Frontend Mentor Challenges](#) | *TypeScript, SCSS, SolidJS, Vite* Mar. 2023 - Present

- Building components and webpages with SolidJS, SCSS, and other modern web development tools to practice my frontend skills.
- I follow designs crafted by Frontend Mentor and build according to the specifications using various web dev technologies.
- I showcase my completed and in-progress solutions on my [website](#) and [GitHub repo](#).

[Whack-a-Mole Minimalist Edition](#) | *AlpineJS, Tailwind, JavaScript, HTML* Mar. 2023

- Built a minimal whack-a-mole style web-based game.
- Learned AlpineJS, an extremely lightweight JS library, and TailwindCSS, a CSS utility-class library.
- Code is open-source and available on GitHub and the [game](#) is hosted on Netlify.

OPEN SOURCE CONTRIBUTIONS

[SolidJS Framework Documentation](#) | *SolidJS, GitHub, Pull Requests, Documentation*

- Contributed styling, formatting, and content fixes to the SolidJS framework documentation to make the docs more consistent and easier to understand.
- Communicated with the SolidJS core team on their Discord server before creating my pull request to make sure my changes were useful and properly documented.

PROFESSIONAL EXPERIENCE

For a full history of my work experience, please visit my [LinkedIn](#) page.

Contract Web Developer Mar. 2022 – Present

Venerate Agency - JavaScript, TypeScript, React, SCSS, Accessibility

- Leveraging React and Styled Components to implement client-specified designs for popular fashion brands such as The Gap and Old Navy. Increasing conversion rate by presenting suggested clothes and accessories.
- Incorporated keyboard navigation and screen-reader text to enhanced React components to follow web accessibility standards and ensure ADA compliance.
- Aided in the development a design system and utilized Storybook for comprehensive testing and management. Implemented the design using SCSS and Twig in Drupal.

Research Assistant May 2023 – Present

FSU Dept. of Computer Science - User Research, Code Analyzers, Documentation Writing

- Engaged in ongoing research on the traffic monitoring system of the Florida Department of Transportation.
- Primary responsibilities include performing user research, evaluating source code, and creating comprehensive documentation.
- Identifying usability pain points to optimize user experience and reduce friction in the data analysis and quality control process.
- Using manual and automated tools to analyze source code cleanliness, add missing documentation, and improve upgradeability.

EDUCATION

Florida State University Aug. 2021 – May 2023

B.S. in Computer Science - 3.643 GPA

- 3rd place of 11 teams - 2022 ICPC Regional Programming Contest

Tallahassee Community College Aug. 2019 – May 2021

AA Degree - 3.930 GPA