

## Brian McCune | Software Engineer

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### Skills

**Software:** JavaScript, React.js, JQuery, Python, HTML5, Bootstrap, Trello, Heroku, PostgreSQL, Express, Node.js, MongoDB, Mongoose, Git, GitHub.

### **SOFTWARE DEVELOPMENT PROJECTS: 2022 - Present**

#### **TFT CheatSheet**

- Created as a forum/guide for players to collaborate on what the best items are for the game known as “Teamfight Tactics.”
- Node.js backend handling all create, read, update, delete (CRUD) operations for each forum post.
- Technologies used: CSS, JS, HTML, git, EJS, mongoDB/mongoose

#### **Fitness Bros**

- Worked under a group of 4 to create a fitness website using nutrition API and exercise API.
- Contains both front and back-end servers that are fully functional.
- Technologies used: CSS, JS, HTML, git, EJS, mongoDB/mongoose, and react
- Wireframed and planned UI design of application using Trello and Whimsical
- Made frequent commits using Git control throughout the production of the application.

#### **ShowPro**

- Developed site used to find or create movie/show recommendations.
- A user with an account can create/edit/delete their recommendations and other users can view them.
- Technologies used: CSS, Python, HTML, git, and Django

#### **Tic-Tac-Toe**

- Simple tic-tac-toe project with HTML and CSS.
- Full functionality with even display message for cat’s game and reset options.

### **PROFESSIONAL EXPERIENCE**

#### **Tarrytown Compounding Pharmacy, Pharmacy Technician      May 2019 - May 2022**

- Worked as a team to make compounding medications such as troches and creams for patients in need.
- Learned how to adapt to different situations quickly as I was assigned to various responsibilities.
- Communicated regularly with the pharmacist and full-time staff to ensure no errors through the compounding process were made.

### **EDUCATION**

#### **GENERAL ASSEMBLY**

*Software Engineering Immersive*      May 2022

#### **University of Texas at Austin**

*B.S. chemistry*      May 2019