

Brittany Hasty

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SKILLS React, Rails, JavaScript, Ruby, jQuery, Redux, TDD, HTML5, CSS3, SQL, Git, Unity, Vuforia, C++, C#

PROJECTS

Demozen (JavaScript, HTML5, CSS3, Webpack)

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

A three-dimensional abstract world exploration game using three.js and WebGL

- Utilized the three.js library to implement realistic gravity and fluid movement through a 3d environment
- Integrated Blender STL files using custom meshes to model complicated world objects
- Incorporated physics and trigonometric formulas to model the movement of the solar system

Query (Ruby on Rails, JavaScript, React, Redux, CSS3, Webpack, PostgreSQL)

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

A Q&A style website inspired by Quora

- Selectively rendered components on the basis of page content and desired actions
- Ensured user authentication before CRUD actions through protected routes
- Applied extensive CSS styling through a combination of flex and grid layouts to better support resizability

LOOT (Ruby on Rails, JavaScript, React, Redux, CSS3, Webpack, PostgreSQL, AWS)

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

A website based on building recursive recipe tree diagrams for gamers playing crafting video games

- Facilitated users' ability to create and organize new recipes by adding game, item, and recipe components
- Supplemented user posts with the option to add photos via Amazon Web Services
- Recursively constructed recipe diagrams with the recipes of their ingredients

EXPERIENCE

Volley Inc.

San Francisco, CA

Quality Assurance Engineer

October 2019 – December 2019

- Enforced a high standard of quality by catching over a dozen code-breaking bugs during product testing
- Analyzed data collected through AWS Lambda and Amplitude for consistencies between bugs
- Refined company content organized through Airtable by removing duplicates and updating incorrect metadata

MYMIC Simulations

Portsmouth, VA

Software Engineer

March 2019 – September 2019

- Developed two cross-platform augmented reality apps using Unity and Vuforia in partnership with the US Air Force
- Constructed 3d models of heavy equipment and animated them in Blender for visual tutorials of repair and maintenance
- Collaborated with a team to attend conferences, deliver demos, and provide updates to the NSF

Web Services Administrator

August 2018 – September 2019

- Maintained the company's SQL databases for their iOS and Android apps, containing daily activity for over 90 companies
- Designed and implemented scannable barcodes through augmented reality for use with mobile apps for ease of use
- Resolved user requests for new features in the company's online OSHA training programs

Intern

June 2018 – August 2018

- Catalogued company websites based on domain name, hosting services, and content management system
- Documented all company OSHA training videos with url, host platform, and duration in extensive Excel spreadsheets
- Completed major updates to the HTML and CSS content of all company websites

Old Dominion University Department of Computer Science

Norfolk, VA

Undergraduate Bioinformatics Student Researcher

June 2017 – July 2018

- Extended the Common Bioinformatics Library [repository](#) for PDB and MRC manipulation in C++
- Leveraged Python scripts in UCSF Chimera to demonstrate lateral and longitudinal discrepancies from protein analysis
- Presented findings of MRC bezier curve fitting using seven different algorithms of weighting inner-protein angles

EDUCATION

App Academy

San Francisco, CA

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

February 2020 – May 2020