

# Brooke Z. Kullberg

*Building on a broad education and a varied work history, I am leveraging my soft skills, solid foundation in programming and passion for learning to grow my career as a full stack web and mobile software developer!*

brookekullberg@gmail.com  
(503) 737-9800  
Portland, OR 97217  
LinkedIn: [/in/brooke-kullberg/](#)  
Github: [/BrookeZK](#)

## EDUCATION

### **Epicodus**, Portland, OR — *Certificate in Web Development*

MARCH 2019 – AUGUST 2019

- **Growth Mindset:** Pride in working through uncertain challenges; Having a tool-kit to deal with frustrations; Learning to reach out to your peers for help; Joy in learning.
- **Team work:** 27 weeks of pair-programming, building over 80+ full stack applications in C#, JavaScript, React and Angular.

### **University of Oregon**, Eugene, OR — *B.A. in Philosophy, Spanish, Minor in Business Administration, Second Language Acquisition and Teaching (SLAT) Certificate for English*

SEPTEMBER 2009 – JUNE 2015

## EXPERIENCE

### **EyeCue Lab**, Portland, OR — *Full Stack Mobile Development Intern*

AUGUST 2019 – SEPTEMBER 2019

- **Development:** 7 weeks working in existing code base to make a pedometer game available on IOS and Android, written in React Native.
- **Worked in** an Agile environment, managing project tasks with Jira.
- **Created** tickets based off of user stories, bugs, and new features.
- **Worked through** the entire git life cycle to solve tickets.
- **Learned** a new tech stack: Node.js, PostgreSQL, Sagas, React Native.

### **Gunderson LLC**, Portland, OR — *Welder, Fitter for Rail Cars*

APRIL 2018 – MARCH 2019

### **The Better Bean Company**, Wilsonville, OR — *Sales, Production, Distribution, and Manager of the Shipping Department*

2009–2011; 2013; 2015; 2017

## COMPETENCIES

- |                        |                     |                   |
|------------------------|---------------------|-------------------|
| - C#/ASP.NET           | - MySQL/PostgreSQL  | - HTTP/curl       |
| - ES6 Javascript       | - Node.js           | - MVC             |
| - Typescript           | - REST APIs         | - Git/Github      |
| - Angular              | - Test Driven       | - Terminal/CLI    |
| - React / React Native | - Development       | - Object-Oriented |
| - JSON/YML             | - Behavior Driven   | - Programming     |
| - Debugging            | - Development       | - Functional      |
| - Redux/Sagas/Persist  | - Responsive Design | - Programming     |

## PROJECTS

### **Voces** —

*A website for journalist Rocio Rios to cover Latinx issues in the US*

**Tech:** Typescript, React, Redux, C# back-end with a MySQL database.

**My work:** Implemented react-router and react-player. **This is an on-going solo project.** Currently working on using a headless CMS. [Link to draft.](#)

### **Portland Field Guide** —

*A website guide to Portland's flora, designed mobile-first*

**Tech:** Javascript, Angular, hosted on Firebase using their realtime database. **This was a team project.**

**My work:** Create and setup the JSONdatabase. Connect database to all functions calling on its data. Write the search function. [Link.](#)

### **Iovation Clone** —

*A clone of the Iovation website*

**Tech:** Javascript, Angular, hosted on Firebase using their realtime database. **This was a solo project.**

**My work:** Implement nav bar, footer navigation, styling and Firebase real time database and hosting. [Link.](#)

### **Assassins** —

*A website for the in-person game*

**Tech:** C# front- and back-end, ASP.NET/Entity Framework Core, MVC architecture, MySQL db, MSTest. **This was a team project.**

**My work:** Implement EFcore to migrate models to database. Write CRUD functions and game logic to interact with database. Set up the controllers to display correct view and data. [Link to github.](#)