**Graphical user interface

Description automatically generated with medium confidenceBryan Guner**

**551-254-5505 - bryan.guner@gmail.com** [**Website**](https://bgoonz-blog.netlify.app/) [**LinkedIn**](https://www.linkedin.com/in/bryan-guner-046199128/) [**GitHub**](https://github.com/bgoonz)



**Skills**

***Languages****: JavaScript ES-6, NodeJS, HTML5, CSS3, SCSS, Bash Shell, Excel, SQL, NoSQL, MATLAB, Python, C++*

***Frameworks / Libraries****: React, Redux, Express, Node, Gatsby, NextJS, Ant-Design, LESS/SCSS, Loadash*

***Databases****: SQL, PostgreSQL, Sequelize, MongoDB, SQlite3, Jest, GraphQL*

***Tools****: Figma, Git, AWS S3, Heroku, Docker, Jira, Trello, Confluence, Bash, Google App Engine, Netlify, Digital Ocean, VSCode, Google Analytics,*

***Operating Systems****: Linux, Windows (WSL), IOS*

**Projects**

**Gatsby-GraphQL-Blog** [**Live Site**](https://bgoonz-blog.netlify.app/) [**GitHub**](https://github.com/bgoonz/BGOONZ_BLOG_2.0)

*JavaScript, React / Gatsby | GraphQL | SCSS | Lodash | Jamstack | Facebook Comments API | jQuery*

***A web development blog, featuring convenient web development tools and interactive content.***

* Implemented several Gatsby page models and GraphQL schema to fetch markdown content and feed it into react components.
* Designed and integrated a set of convenient web-hosted [developer tools](https://bgoonz-blog.netlify.app/docs/tools/) and GUI interfaces.
* Added interactive content including comments, [video conferencing](https://bgoonz-blog.netlify.app/docs/interact/video-chat/), [data-structure visualization](https://bgoonz-blog.netlify.app/docs/interact/other-sites/), [games](https://bgoonz-blog.netlify.app/docs/interact/) and full text search.

**Autonomously Triggered Guitar Effects Platform** [**Live Site**](https://bgoonz.github.io/Revamped-Automatic-Guitar-Effect-Triggering/) [**GitHub**](https://github.com/bgoonz/Revamped-Automatic-Guitar-Effect-Triggering/tree/master/Triggered-Guitar-Effects-Platform)

*C++ | Python | MATLAB | PureData*

[***Platform***](https://bgoonz.github.io/Revamped-Automatic-Guitar-Effect-Triggering/SR%20Project%20II%20Presentation.pdf) ***designed to analyze a time sequence of notes and autonomously trigger guitar effects at a predetermined point in the song.***

* Successfully completed and delivered a platform to digitize a guitar signal and perform filtering before executing frequency & time domain analysis to track a current performance against pre-recorded performance.
* Implemented the Dynamic Time Warping algorithm in C++ and Python to autonomously activate or adjust guitar effect at multiple pre-designated sections of performance

**Family Promise Service Tracker** [**Live Site**](https://a.familypromiseservicetracker.dev/) [**GitHub**](https://github.com/Lambda-School-Labs/family-promise-service-tracker-fe-a)

*React | ExpressJS | Figma | Okta*

***An*** [***app***](https://bryan-guner.gitbook.io/lambda-labs/navigation/roadmap) ***built to helps local communities coordinate their compassion to address the root causes of family homelessness.***

* Collaborated on state management using Redux to handle application state and middleware using redux-promise & redux-thunk.
* Built two graphic visuals of the user hierarchy and the scope of their permissions.
* Created Figma UI mockups of possible future developments, i.e., displaying metrics data and map pinpoint functionality.

**Experience**

**Product Development Engineer | Nov 2019 - Mar 2020**

[*Cembre*](https://www.cembre.com/)*, Edison, NJ*

* Converted client’s product needs into technical specs to be sent to the development team in Italy.
* Reorganized internal file server structure and conducted system integration and product demonstrations.
* Presided over internal and end user software trainings in addition to producing the corresponding documentation.

● Served as the primary point of contact for troubleshooting railroad hardware and software in North America

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**Education**

[**Lambda School**](https://www.credly.com/badges/bd145ba3-0f09-42fc-8d1f-a3bc4e0a46b4/public_url)**, *Full Stack Web Development* May 2020 - Nov 2021**

Six month immersive software development course with a focus on full stack web development. Over 2000 hours of work invested including class time, homework, and projects.