

Bryant Curtis

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2001 Holley Parkway APT 1025, Roanoke TX 76262

Work History

Technical Lead at HCL America, Inc.

2017-present

- Integrated automated testing framework in JavaScript with graphical reporting
- Built complex language changing logic with optimized API calls

UI Developer at Ksquare Solutions Inc.

2016-2017

- Oversaw end-to-end pricing logic throughout UI
- Enhanced UX with simplified and thorough validations of user input

Projects

Famebook (RESTful Rails API, React, Flux)

[GitHub](#)

A Single-Page Application deployed on Heroku, built on a RESTful architecture

- Optimizes friendship look-up by caching relationship records for both users
- Ensures real-time updates via Flux architecture, for a seamless user experience
- Uploads photos to the cloud using AWS S3 to allow for scale
- Build Mobile Responsive landing page using CSS Media Queries

Bolts (JavaScript, HTML5, Canvas)

[Live](#) | [GitHub](#)

A lightweight JavaScript game built from the ground up

- Uses custom algorithm with *setInterval* to create variable speeds of falling bolts
- Renders high performance graphics via browser's native HTML5 Canvas element

Chess (Ruby)

[GitHub](#)

A chess game playable in the Terminal

- Makes deep copy of board to validate moves while preserving game state
- Shares logic between related pieces employing DRY multi-level class inheritance

Skills

JavaScript
Ruby / Rails

React / Redux
DOM / jQuery

Selenium
HTML5 / CSS3

TDD
Algorithms

Git
SQL

Education

App Academy

2015-2016

- Full Stack Development course with < 3% acceptance rate and weekly assessments
- 1000 hours in pair-programming, OOP, TDD, & Best Practices

Salt Lake Community College

2016

- AS in General Studies with 3.79 GPA and a Phi Theta Kappa member
- Applicable coursework includes Calculus, Statistics, and Economics