BRYANT CABRERA

www.BryantCabrera.com　•　www.github.com/BryantCabrera　•　(213) 435-6041　•　BryantCabrera@alumni.stanford.edu

PROFILE
- Strong 6-year background successfully managing organizations to achieve business goals.
- Robust math, science, and tech background.
- Fluent in English and proficient in Spanish.

TECH
- **HTML | CSS | Sass | JavaScript | jQuery | MERN | MongoDB | Mongoose | Express | React | React Native | Redux |　Node | RESTful routing | Python | Flask | NoSQL | SQL | SQLite | PostgreSQL | GraphQL | Apollo | Firebase | Cloud functions | Web Sockets | iframes | Ethereum | Solidity | MVC | Git | GitHub**
- **Adobe Suite | Microsoft Suite | SalesForce | Final Cut Pro X | Compressor 4 | Motion 5 | YouTube**

EDUCATION

Stanford University, Bachelor of Arts, Human Biology　　　　　　　　　　　2008 – 2012

General Assembly, Software Engineering Immersive　　　　　　　　　　　　2018 – 2019

PROJECTS

Place Picker, Full Stack Software Engineer, https://github.com/BryantCabrera/ReactNativePractice
React Native App that stores and curates a user's favorite places.
- Tech: React Native, redux, react-native-navigation, Firebase, cloud functions, and Google Maps API.
- Coded restful routes and created image picker to use native mobile functions.
- Connected to Firebase database and authentication. Used cloud functions for temporary image storage.

Relocater, GitLab Manager/Scrum Master/Designer/Documenter, https://relocater.herokuapp.com/
MERN Stack group project that provides California county stats to facilitate relocation.
- Tech: React, CSS, BEM, d3, SVG, mongoDB, mongoose, OAuth, and bcrypt.
- Implemented Google OAuth2 authorization.
- Developed algorithm that calculates estimated salary needed in new county to maintain current lifestyle.

GamePlay, Full Stack Developer, https://bryant-gameplay.herokuapp.com/
MERN Stack game hub app that tracks player stats from iframe-embedded web socket games.
- Tech: React, CSS, Node, Express, MongoDB, Mongoose, bcrypt, BEM, web sockets, and iframes.
- Created web socket games and embedded them in iframes on GamePlay hub app.
- Coded communication between iframes and GamePlay hub app.

Settlers of Catan, Front-End Developer, https://bryantcabrera.github.io/Settlers-of-Catan
Web app recreation of popular 4-player boardgame featuring JavaScript game logic.
- Tech: HTML, clip paths, CSS Grid, JavaScript, jQuery, and velocity.
- Data structures comprised of nested objects and arrays.

EXPERIENCE

Tap Academy Online, Santa Monica, CA　　　　　　　　　　　　　　　04/19 – Present
Freelance Full Stack Software Engineer
Online dance instructors. https://tapacademyonline.com/
- Maintain plugins and update styling.

Straight Up Keto, Los Angeles, CA　　　　　　　　　　　　　　　　02/19 – 04/19
Freelance Full Stack Software Engineer
Health start-up. https://www.straightupketo.com/macro-calculator
- Created Keto macronutrient calculator using HTML, CSS, JavaScript, and jQuery.

Cardinal Academics, Los Angeles, CA　　　　　　　　　　　　　　　08/15 – 01/19
Private Tutor
Full-service tutoring and test-prep company.
- Crafted individualized learning schedules, featuring weekly progress reports that helped students improve by at least 20% on college prep and Advanced Placement tests.
- Managed up to 14 clients, triaged client needs, and assigned clients to appropriate tutors.

Lootsie, Culver City, CA　　　　　　　　　　　　　　　　　　　03/16 – 11/16
Account Director
Software company fueling rewards program for apps and developing ad-hoc loyalty campaigns for clients.
- Managed over 20 brand relationships, including Suja Juice, Perfect 365, We Heart It, and My Yoga Works.
- Utilized SQL to report KPI to stakeholders.
- Tested prototypes and parsed through JSON with CTO to troubleshoot customers' bug reports.
- Designed pitch decks using Adobe Photoshop and Invision.
- Developed and documented outreach, acquisition, maintenance, and marketing workflow.
- Implemented and conducted internal training sessions for SalesForceIQ and outreach.io CRM.

AWARDS

Startup Weekend LA: AI For Sustainability, 1st Place Winner.　　　　　　　　04/19
Recyclopedia: Group project MERN stack app that uses machine learning image identification to classify recyclables.