Bryce Cazier

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FULLSTACK DEVELOPER

I'm highly creative, while simultaneously being analytical. I also speak Spanish and have a love of languages. These skills have helped me grow quickly as a software developer, being able to learn and recognize patterns quickly and think outside the box on implementing ideas in code.

TECHNICAL & INTERPERSONAL SKILLS

Languages: TypeScript, JavaScript, HTML, CSS, SQL, JSON, EJS
Libraries and Frameworks: React, Express.js, Bootstrap
Databases and other: PostgreSQL, Sequelize, MongoDB, Mongoose, RESTful Routing, JSON API
Interpersonal skills: Strong emphasis on communication, teamwork, and leadership

TECHNICAL PROJECTS

PSYNCH - https://github.com/Cazier92/PSYNCH-front-end | https://psynch.netlify.app/ - React | JavaScript | MongoDB | Mongoose.js | CSS
A social networking app to communicate and keep track of your friends and your own emotions!
- Developed a MERN stack app as a team, taking lead on backend and feature implementation.
- Implemented multiple models with full CRUD, including the ability to add and chat with friends, receive message notifications, and create posts.
- Utilized React to make the app intuitive and dynamically render page elements.

The Dog Park - https://github.com/Cazier92/dog-park| https://the-dog-park-network.fly.dev/ - JavaScript| Express.js | Mongoose.js | MongoDB | CSS | HTML
A blogging and networking app for dog owners!
- Developed two methods to add friends, either by sending a friend request, or immediately adding through a friend code.
- Implemented various models with full CRUD, including profiles, posts, and dogs.

Maze Raider - https://github.com/Cazier92/Choose-your-adventure-maze | https://bryce-cazier-maze.netlify.app/ - JavaScript |
A choose-your-own-adventure game with multiple storyline branches and logic, featuring user interactivity on various challenges they come across.
- Created an application with user interactivity in mind, utilizing a balance of timers, counters, and event listeners in JavaScript to determine outcomes.

Utilized mobile-first design to allow anyone to play, utilizing flexbox.

EXPERIENCE

MK1 Manufacturing, Manufacturing Technician   *West Jordan, UT, 01/2022 - 10/2022*
- Used CNC machinery, powder coat, and hand tools to construct rack mounts for various computers.
- Worked with the owner to edit designs, in order to create a standardized product and increase efficiency.
- Trained new employees on how to use all the tools and machinery, and how to manage workflow effectively.

EDUCATION

General Assembly   *Remote, Certificate Expected: 03/2023*
Full-stack software engineering 420+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

Design Institute of San Diego, Interior Design   *San Diego, California 01/2021-05/2021*