Christopher Browne

Web Developer

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Summary

Enthusiastic and detail-oriented Web Developer with a strong foundation in JavaScript, TypeScript, HTML, CSS, Tailwind CSS, React, Git, and Figma. Proficient in designing and developing responsive and user-friendly web applications. Committed to continuous learning and applying new technologies to improve user experiences. Eager to contribute to a dynamic development team.

Skills

- Languages & Frameworks: JavaScript, TypeScript, React, HTML, CSS, Tailwind CSS, Java, spring-boot
- Tools & Platforms: Git, GitHub, Figma, VSCode, Node.js, RESTful APIs, MySQL
- Other Skills: Responsive Web Design, UI/UX Design, Performance Optimization

Experience

Omnidex - omnidex.vercel.app

September 2024 - September 2024

- Built retro-style responsive layout using Tailwind CSS and React
- Added CRUD operations using spring-boot and MySQL

Design to development - https://christopherb91.github.io/FigProject1/

April 2023 - April 2023

- Took a Figma design and brought it to development using plain CSS and react
- A link to the Figma design to compare can be found on my site/repo

Prison Reform job site - https://christopherb91.github.io/pr/

January 2023- PRESENT

- A site that shows job opportunities for reformed prisoners using an API
- Uses redux to show a rating system

• Has a working contact form

Education

Per Scholas, Remote - Certificate of completion software engineering course

August 2021 - October 2021

At Per Scholas we started at 9 am and ended at 4 pm daily Monday through Friday for 3 months. There I learned HTML, CSS, JavaScript, and React. We also did some Java, Spring, Spring-boot, and MySQL near the end of the course.