

# Bryan Kinnear



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github.com/houndsto0th



I'm a web developer/designer and gamer/technologist who loves to geek out on new applications, design, and hardware. I worked for Apple during the initial iPhone/iPad boom, and love to watch how technology can improve our day to day. As a native Coloradoan, I balance my time away from computers with good food, cycling, and snow sports.

## Toolbox



HTML, CSS, Git, React,

Harmony, Javascript,

jQuery,

Responsive Design,

Ember.js, d3.js,

Ruby on Rails Photoshop,

Pixelmator,

Functional Libraries:

(e.g. Ramda.js/Lodash),

Rebel Alliance, Illustrator,

Meteor.js, Uber Micro, French Press

Object Oriented Principles

## Experience

### gSchool 2014-2015



In the gSchool program I went from knowing very little about web application development to having deployed applications with full testing suites. I learned "how to learn" new languages so I can adapt to any stack I might need to.

All in 6 Months

### Digabit 2015-CURRENT

At Digabit I was one of four front end devs working on creating an eCommerce portion of the existing Documoto application in Ember.js. I spent most of my time writing code but also helped design API, create documentation and sat in during design discussions to help create an updated UI with UX in mind.

## What I bring?

I'm a detail oriented kind of guy who loves learning. I've worked on small teams and large corporate web/design teams and am comfortable with either. As a developer I will help to craft outstanding web applications that keep design in mind. I'm straight-forward, energetic (pending a morning coffee) and always excited to tackle problems.

"Sounds Great! How do I hire you?!"

## CONTACT

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