Bryan Kinnear

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Hi, 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 am part of the front end team tasked with creating an eCommerce addition to 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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OR

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