Bryan Kinnear

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HI, I'm a web developer/designer and 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 crossfit.

Toolbox

Ruby on Rails, HTML, CSS, Github, Velocity.js, Javascript, jQuery, Responsive Design, **Ember.js,** d3.js, **Photoshop,** Illustrator, Pixelmator, Capybara, Rebel Alliance, Snap.svg, Meteor.js, **Object Oriented Principles**

Experience

Apple Inc. 2011-2014
As both a "Genius" in a retail store and as a content manager for the Retail Interactive team in Cupertino, CA. I grew a massive amount both in terms of communicative skills and design sensibility. **Oh, and I can fix things.**

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

Projects

gCamp
gCamp is a clone of Basecamp, the project/task management software. It's 100% built in Ruby on Rails

Rantly
A riff on Twitter, Rantly is a true Full-Stack application with an Ember.js frontend and Rails backend. This was our capstone project in gSchool.

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/red bull) and always excited to tackle problems.

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

CONTACT
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